Reincarnated – Groove Nirvana

USER'S GUIDE – Korg Kronos

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Revision Date – 21-Nov-2012

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Introduction

Thank you for purchasing Reincarnated! This collection of 32 high quality combis for the Korg Kronos Music Workstation represents hundreds and hundreds of hours of effort, and contains a wide variety of styles, ranging from a mixture of dance categories to jazz to rock to ambient pads and special FX. Each combi within this collection uses all four available KARMA Modules and all eight Scenes for maximum sonic possibilities, and to demonstrate the power and potential of multiple GE's.

Note: Reincarnated is based "loosely" on some of the 64 Reincarnation Volume 1 combis for the original Karma Workstation and KARMA Triton software – hence the name "Reincarnated". We say "loosely" because not all of the GEs in the original Karma are available in the Kronos, and even the ones that are perform differently since the Kronos is KARMA v2 (with 8 scenes and 5 control layers), and the earlier products were KARMA v1 (2 scenes and one control layer). Not to mention the programs available in the Kronos are completely different, as are parts of the effects architecture. Some of the combis are completely new, while others bear some varying degrees of resemblance to the originals they are based on. All of them should prove extremely entertaining and useful in creating song structures in various styles. Enjoy!

- Scott Raposa and Stephen Kay

How to Load

Loading the Bank (32 Combis, 96 Empty)

You have downloaded or been supplied with one or two files:

REIN_K.PCG	Korg format file – load this into the Kronos
Reincarnated_Kronos.kdf	Optional KARMA Kronos Software file

Transfer the REIN_K.PCG file onto a USB memory stick and insert into the Kronos. Go to the Disk Mode Load Page, and locate and highlight the file. Press the [LOAD] button and answer OK – this will load the set into Combi Bank U-B.

Reincarnated is a combi-only set. There are no additional programs or GEs to reference, so loading is simple: just load into any available Combi Bank. The supplied PCG file has the combis in the User-B Bank, but you can load them anywhere you want by using the Disk Mode Load tab, highlighting the file and pressing [OPEN] to reveal the "Combinations" icon. Pressing [OPEN] again will show you the Bank U-B icon. Selecting this and pressing [LOAD] gives you the option to specify a destination bank other than USER-B.

Loading Individual Combis to combine with others (i.e. Catalyst Vol. 1)

If you would like to combine the 32 combis of Reincarnated with the 32 combis of our previously released Catalyst Vol. 1 set (or any other bank with available slots), you can press the [OPEN] button one more time when the Bank U-B icon is selected, and you will see the individual combis in locations 000 ~ 031. You can select them, one at a time, and load them into any 32 locations that you choose. For example, to combine with the Catalyst Volume 1 set (in locations 0~31), you could load the Reincarnated Combis into 32~63. *Note: if you have the KARMA Kronos software, it can be easier to do this in the software and the send via SysEx to the Kronos - see the next section.*

Note: When using the KARMA Kronos Software and selecting a different bank other than USER-B to load the PCG, you also need to change the Bank Type setting at the top of the Bank Display Window in the KDF file to match the bank that you are going to load the data into. See the next section as well.

KARMA Kronos Software – Combining KDF's

To use Reincarnated with the KARMA Kronos Software, simply open the KDF using the File Menu > Open command. To combine the Reincarnated Combi Bank into another KDF file (such as the Factory Preload KDF File):

1. Have both KDF files open (you can use the File Menu > Open command to locate the other one).
2. Select the "Combi U-B (Reincarnated)" row in the Reincarnated KDF File and use the Edit menu > Copy command.
3. Select the other KDF file and perform Edit > Paste, placing the Reincarnated Performance bank in with the other Combi Performance Banks.
4. If you have decided to put Reincarnated into a different Bank than USER-B, you also need to change the Bank Type setting at the top of the Bank Display Window (double-click the Reincarnated row) in the KDF file to match the bank that you are going to load the data into.

Combining with others (i.e. Catalyst Vol. 1) in the same Bank

To put the 32 Reincarnated combis into the same bank as Catalyst or other combis (in the KDF file):

1. Open the two Bank Display windows side by side.
2. Select all 32 Reincarnation combis using the mouse and the shift key.
3. Use the Edit Menu > Copy command.
4. Select 32 empty destinations in the other bank.
5. Use the Edit Menu > Paste command.

6. Renumber the bank to correspond to the correct combi locations in the Kronos by using the Menu Button "Renumber Korg Prg/Cmb Ids" command (in the Bank Display Window of the bank you pasted into).
7. Send the resulting combined bank to the Kronos via SysEx by using the Menu Button command "Send Bank…" in the Bank Display window you wish to send. By default, the dialog will come up with the proper banks selected. Click the OK button (green checkmark) and the data will begin sending to the Kronos.

Kronos Version 1.6 (or higher) required

In order to properly use this sound set as it was designed, your Kronos should be updated to OS 1.6 or higher. It should also have the normal order of factory programs for OS 1.6 loaded. If you need to update, information can be found at: www.korg.com/kronos.

About the Vector Joystick

In nearly all of the combis in this set, the Vector Joystick has been set up to mix the four Modules, in a somewhat standardized fashion. Down will fade-out (mute) the Drums (and usually the Drum Track as well), up will fade-out (mute) the Bass and left/right will fade-out the other two parts. There are a few exceptions to this, so consult the Vector Joystick notes in each combi description.

About Triggering

Some of the Modules in these combis have been set so that you can retrigger them while the groove is playing, perhaps while the drums maintain their groove. This allows you to do more intricate chord patterns than would normally be possible. If you find that this is causing you to go off the beat too much, or you are having difficulty playing them this way, the fix is easy: go to 7-4 [KARMA] > [Trigger] and set the Note Trigger Parameter to "1st" for any Module that is not already set that way. If you are using KARMA Kronos Software, this can be handled in the Performance Editor > Trigger Page.

About Scene Changes and the Quantize Window

In nearly all of these combis, the Scene Change Quantize Window (a feature introduced in KARMA 2.2) has been set to be "1 Bar", so that you can select a scene change ahead of time, and have it change on the downbeat. If you want to change this for some reason (make it longer or shorter), the parameter can be found on 7-5d [KARMA] > [GE RTP/Scenes] > [Scenes]. If you are using the KARMA Kronos Software, this can be located in the RT Controls Editor.

About the Key Zones

Most of the combis in this collection use the following easy-to-remember key zoning: KARMA "action" (e.g., drumbeat, bass line, etc.) on the lower octaves, lead timbre(s) on the upper octaves. In some cases, the split point is moved up an octave so that the LH has more range – you can find this info in the description of each combi. In most cases, each combi is meant to be played with a LH Chord in the octave below or surrounding Middle C (C4). Alternately, you can use a "two hand chord" consisting of a LH bass note in the lowest octave and a RH chord in the octave below or surrounding Middle C, after which you can solo or do chord work with the RH in the area above C5. Finally, there are a few combis that you play full-range, like a piano.

Check each combi's description for a diagram and zoning notes. Additionally, see the following section "How to Play – Key Zones and Techniques."

About the Drum Track

All of the combis in this set have the Kronos's Drum Track feature programmed to add an additional element (usually percussion). In many of the combis, it is added automatically in certain scenes only using the DT Run settings on page 7-5d [KARMA] > [GE RTP/Scenes] > [Scenes]. If you are using the KARMA Kronos Software, this can be located in the RT Controls Editor, in the top row of the Scene Matrix grid. Other combis do not use the Drum Track initially, but you can add the preprogrammed part by turning on the Drum Track button and triggering the combi again – even while KARMA is running. Please check the Drum Track notes in each combi's description for more detailed information.

Note that when turning KARMA off on these combis, you may also need to turn off the Drum Track button at the same time – and then when turning KARMA back on, you may need to turn on the Drum Track button as well. However, using the Return Key in KARMA Kronos to stop KARMA will automatically stop the Drum Track as well, without having to shut off the buttons.

About the Drum Track & KARMA Kronos Software (Sync)

When playing the combis from the KARMA Kronos software, you may notice the Drum Track (in the scenes where it is being used) going out of sync with the KARMA groove. This will happen if the Kronos is not MIDI Clock synchronized with the KARMA Kronos software. The fix for this is simple:

1. Make sure that in the Kronos's Global Mode > MIDI page the MIDI Clock is set to "External USB" (when using USB and the Korg USB MIDI Driver) or "External MIDI" (when using a standard MIDI interface).

2. Set the KARMA Kronos software's Sync Editor to send MIDI Clock to the port on which the Kronos is located.

Furthermore, when using the Kronos by itself, it is possible to turn on the Drum Track while KARMA is playing, hit the next Chord Trigger and have the Drum Track come in perfectly synchronized with the KARMA groove. This is possible because both features are internal to the Kronos. This is not possible when using the KARMA Kronos software since the Drum Track is not part of the software, and the KARMA feature is external to the Kronos when using the software. Hence, there is no way for them to synchronize while one is already running, unless your timing is perfect. However, they will stay synchronized when started at the same time provided the previous section is followed.

Standardized Module Arrangements

All of the combis in this set have had the modules arranged in the following standardized fashions:

Single Drum GE Combis:
Module A: Drums/Percussion
Module B: Bass
Module C: Additional Part
Module D: Additional Part

Dual Drum GE Combis:
Module A: Drums/Perc 1
Module B: Drums/Perc 2
Module C: Bass
Module D: Additional Part

Module Names

When using this sound set with the optional KARMA Kronos Software, each Module has been given an appropriate name label in the Performance Editor, such as "Drums", "Bass", etc., making it easier to see which Module is performing which part. These "Instrument" labels are used in each of the Combi Descriptions in this document as well.

About Pads & Chord Triggers

The Kronos's eight pads are also sometimes referred to as "Chord Triggers" in this document. This also refers to using the function keys of the computer keyboard with the KARMA Kronos Software. Note that with the KARMA Kronos software, you can have up to 16 Chord Triggers (eight more - but only the first eight are programmed in this set - the second eight are copies of the first eight that you can replace with your own).

Since the Kronos does not have physical pads, you should try each combi initially with the on-screen pads of the 1-8 [EQ/Vector Control] > [Pads] page to get an idea of the types of voicings that are intended to produce the best results with these combis. Also, an external pad device such as a Korg nanopad2 can be programmed to trigger the 8 stored pads in each combi, giving you the same type of control as the OASYS or M3.

About the Order of the Scenes (Simpler <-> Busier)

Generally, the startup scene when you first load the combi represents the "basic full groove" with a medium level of activity (there are only a few exceptions to this). The general concept is that from the startup scene, moving to higher numbered scenes increases the energy and business of the groove, and moving to lower numbered scenes decreases the activity and simplifies. In addition, bending and buzzy drum grooves tend to end up in Scene 8 mostly. Scene 1 is usually quite simple and useful for a complete breakdown – in fact, it's a great contrast to jump from one of the busier scenes to Scene 1 during a live jam with nearly any of these combis.

When using the KARMA Kronos software, there are 32 scenes per combi – the first eight scenes are the programmed ones, and the startup scene has been copied into the other 24 scenes as a starting point for your own creations.

About the RT Knobs/KARMA Control Mode

Each combi loads in "RT Knobs/KARMA Control Mode", like most of the factory combis. Each of the following combi descriptions includes a table showing the assignments for each of the eight RT Knobs, as well as the 8 KARMA RT Sliders.

Note: Knobs 7 & 8 are standardized for control of the effects settings. For example, the Reverb wet/dry mix is most often found on Knob 8 – you can easily vary the effects levels to have less or more to suit your taste.

About the GE Locations

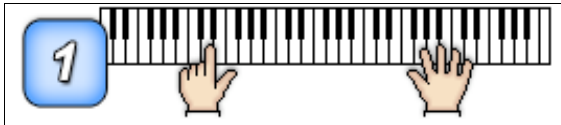
In each of the combi descriptions in this document, you will see a listing of the GE being used and some information about it. One line gives the location of the GE, in both the Kronos itself, and in the KARMA Kronos software. For example:

GE Kronos (KK): 1453 (11/45)

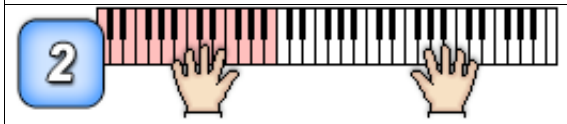
What this means is that in the Korg Kronos, the GE is number 1453, and in the KARMA Kronos software, it is number 45 in GE Bank 11. (And if you do the math, you'll see it works out the same: (11 * 128) + 45 = 1453.)

How to Play – Key Zones and Techniques

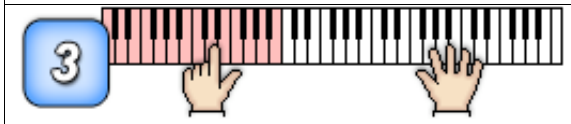
The combis in this collection fit one of 12 different ways of playing from the keyboard, as illustrated below:



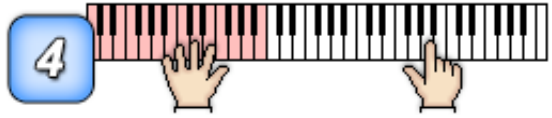
1. Full Keyboard (no Split)
Play single notes in LH, chords in RH



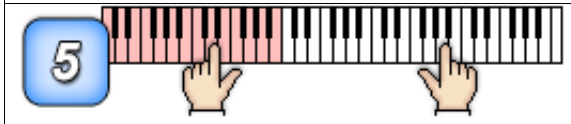
2. Split Keyboard
Play chords in LH, chords/notes in RH



3. Split Keyboard
Play single notes in LH, chords in RH

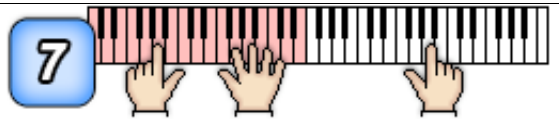


4. Split Keyboard
Play chords in LH, single notes in RH



5. Split Keyboard
Play single notes in LH, single notes in RH

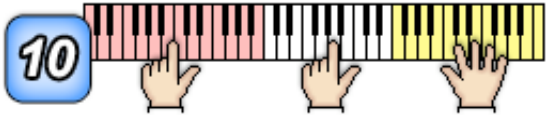
6. Split Keyboard
Play two-handed chords in LH, chords in RH



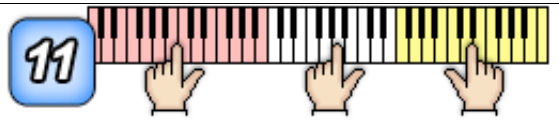
7. Split Keyboard
Play two-handed chords in LH, single notes in RH.

8. Three-Way Split Keyboard
Play single notes in lowest zone and chords in next zone to control KARMA, chords in top zone for soloing

9. Three-Way Split Keyboard
Play single notes in lowest zone and chords in next zone to control KARMA, single notes in top zone for soloing



10. Three-Way Split Keyboard
Play single notes in lowest zone and single notes in next zone to control KARMA, chords in top zone for soloing



11. Three-Way Split Keyboard
Play single notes in lowest zone and next zone to control KARMA, single notes in top zone for soloing

12. Multi-Zone Split Keyboard
Multiple zones trigger different modules

Note: the actual location of zones and split points varies from combi to combi. In addition, not all of the setups are necessarily used in this collection.

You will find one of these diagrams at the beginning of each combi's description, giving you a basic idea of how it is to be played. Of course, you can experiment with your own playing styles!

Note: depending on the type of sounds layered across the keyboard (mono/poly) and their pitch ranges, "single notes" can also mean octaves, or fifths, or harmonies, etc. The diagrams show where chords should be played to control KARMA, and where you should "solo" or play lead melodies. For example, in many combis it may not be obvious that you need to play a chord in the LH, because single notes will also trigger the sounds; but often a 3-note chord is necessary to actually give the generated notes their proper "tonality" (major, minor, diminished, etc.)

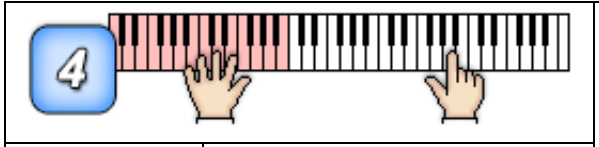
Reincarnated – by Order

	Name	Style Category	Combi Category
000	In Yer Face	Drum n' Bass	LeadSplits
001	Genome	Techno/Drum n' Bass	Pads/Vocal
002	@ DiZzY kiTtY @	House	LeadSplits
003	Serious Chill	Trip-Hop	Keyboard
004	Zen & the Art	New Age/Atmospheric	LeadSplits
005	Epic Rock In 7	Rock/Progressive/Fusion	Organ
006	Burst	Techno	LeadSplits
007	Occult Fusion	World/Fusion	LeadSplits
008	Mysterious Karma	Drum n' Bass	LeadSplits
009	Pulse Down	House	BassSplits
010	Feet on the Earth	Film/Soundtrack	LeadSplits
011	Trance Mansion	Trance/House	Keyboard
012	BX3 Funk	Rock/Funk	Organ
013	The Long Fairytale	New Age/Film/Soundtrack	Complex & SFX
014	Rezberry WILD	Techno/Hardcore	LeadSplits
015	Walk With Me	Jazz	BassSplits
016	Double Agent	Hip-Hop	LeadSplits
017	Immerzion303	Drum n' Bass	MotionSynth
018	Lucidreams	New Age/Atmospheric	Pads/Vocal
019	House of Nirvana	House	LeadSplits
020	Dark Soul	Film/Soundtrack	Complex & SFX
021	The Serpent	Drum n' Bass	BassSplits
022	eXtasy	Hip-Hop	BassSplits
023	Lovetrance	Trance	LeadSplits
024	Indian Guitar Jam	World/Ethnic	Guitar/Plucked
025	Trance Collective	Trance/Dance	LeadSplits
026	3 AM	R n' B/Funk	LeadSplits
027	Yellow Frog	Drum n' Bass	BassSplits
028	Ionasphere	Electro	BassSplits
029	Bellzabub	Hip-Hop	LeadSplits
030	AnthroMorph	Electronica	BassSplits
031	Golden Goddess	Hip-Hop	LeadSplits

Reincarnated – by Style

	Name	Style Category	Combi Category
017	Immerzion303	Drum n' Bass	MotionSynth
000	In Yer Face	Drum n' Bass	LeadSplits
008	Mysterious Karma	Drum n' Bass	LeadSplits
021	The Serpent	Drum n' Bass	BassSplits
027	Yellow Frog	Drum n' Bass	BassSplits
028	Ionasphere	Electro	BassSplits
030	AnthroMorph	Electronica	BassSplits
020	Dark Soul	Film/Soundtrack	Complex & SFX
010	Feet on the Earth	Film/Soundtrack	LeadSplits
029	Bellzabub	Hip-Hop	LeadSplits
016	Double Agent	Hip-Hop	LeadSplits
022	eXtasy	Hip-Hop	BassSplits
031	Golden Goddess	Hip-Hop	LeadSplits
002	@ DiZzY kiTtY @	House	LeadSplits
019	House of Nirvana	House	LeadSplits
009	Pulse Down	House	BassSplits
015	Walk With Me	Jazz	BassSplits
018	Lucidreams	New Age/Atmospheric	Pads/Vocal
004	Zen & the Art	New Age/Atmospheric	LeadSplits
013	The Long Fairytale	New Age/Film/Soundtrack	Complex & SFX
026	3 AM	R n' B/Funk	LeadSplits
012	BX3 Funk	Rock/Funk	Organ
005	Epic Rock In 7	Rock/Progressive/Fusion	Organ
006	Burst	Techno	LeadSplits
001	Genome	Techno/Drum n' Bass	Pads/Vocal
014	Rezberry WILD	Techno/Hardcore	LeadSplits
023	Lovetrance	Trance	LeadSplits
025	Trance Collective	Trance/Dance	LeadSplits
011	Trance Mansion	Trance/House	Keyboard
003	Serious Chill	Trip-Hop	Keyboard
024	Indian Guitar Jam	World/Ethnic	Guitar/Plucked
007	Occult Fusion	World/Fusion	LeadSplits

000 In Yer Face	111 BPM	Drum n' Bass	LeadSplits



Left Hand:	Motion synth pad
Right Hand:	Mono saw lead
Split Points:	B3/C4 - Middle C (C4 = 60)

A heavy gated/chopped drum beat that's very much "in your face" and a dark throbbing bass line with a slow filter sweep form the foundation of this combi, while a thick gated synth pad chops around the stereo spectrum, and a wah-filtered synth arpeggio weaves a syncopated riff through the mix. A motion pad with bi-phase modulation is provided in the LH area for filling out the mix while providing input to KARMA (use RT Control Knob 6 to the left to and add pitch EG and a sharp mono saw lead is provided in the RH area for soloing. The scenes provide a wide variety of different song ideas, from simpler to more complex, with several interesting half-time variations courtesy of the Rhythm Multiplier on Master Layer Switch 5. It's also interesting to change back and forth between simple scenes and busy scenes every few beats, such as Scene 1 and Scene 7, or Scene 2 and Scene 8.

Special Notes

- Master Layer Slider 2 not only increase the rhythmic complexity of the Drums, but also doubles the rate of chopping – and try it in the middle for interesting random alternations in the chopping.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Gated Synth	Arpeggio
GE Kronos (KK):	1545 (12/009)	1186 (09/034)	1268 (09/116)	0700 (05/060)
GE Name:	Choppy 2 [All Kits]	Groove Analog 02	Pad Gate	Giant Pad w/Pulse
Category:	Drum	Bass Pattern	Gated	Chord Rhythmic
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GC1 - Gated CCs 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Gated Synth on and off
Switch 4:				x	Module Run [4]	Turns the Arpeggio on and off
Switch 5:	x	x	x		Rhythm Multiplier	Multiplies the rhythm of the Drums, Bass and Gated Synth by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Gated Synth
Switch 8:				x	Octave [4]	Changes the octave of the Arpeggio
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x			x	Rhythm Complexity	Varies the rhythm complexity for the Drums (and chopping) and the Arpeggio
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Gated Synth and Arpeggio
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Gated Synth and Arpeggio
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Note Pattern	Selects one of many different note and rhythm patterns for the Bass
Slider 7:			x		Note Scale Type	Varies the note scale and voicing for the Gated Synth
Slider 8:				x	Note Pattern	Selects one of many different note and rhythm patterns for the Arpeggio

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x					Filter Cutoff	CC74	Brightens/darkens the Drums and Gated Synth
Knob 2:		x						Resonance	CC71	Controls resonance for the Bass
Knob 3:						x		Filter EG	CC79	Modulates the RH synth lead
Knob 4:					x			Release	CC72	Shortens/lengthens the release on the LH pad
Knob 5:	x			x				F/A Decay	CC75	Shortens/lengthens the Filter/Amp EG Decay on the Drums/Arpeggio
Knob 6:					x			Knob Mod. 6	CC19	Adds Pitch EG to the LH synth pad (to the left)
Knob 7:	x	x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Filter Modulation on the Bass, Gated Synth, and LH pad (lock SW2)

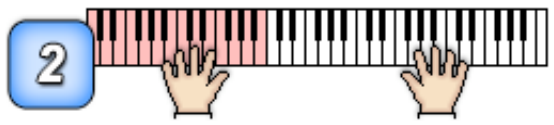
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Arpeggio
-X (Left)		Mutes the Gated Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Drops out the snare from the Drums
Switch 2:	- - - -	JS –Y & Ribbon Lock - Locks the filter modulation of JS-Y and Ribbon to last position
Ribbon:	CC16	Darkens/brightens or modulates the Bass, Gated Synth, Arpeggio and LH pad (lock with SW2)
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	402: Techno Grv 3 [BrzPrc]
Function:	Adds some additional percussion to any scene – on in Scenes 3 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min	G Min	A# Min	F Min	A Min	E Min	D Maj	C Maj

001 Genome	106 BPM	Techno/Drum n' Bass	Pads/Vocal



Left Hand:	Motion pad through Phaser
Right Hand:	Hybrid string pad through Phaser
Split Points:	B3/C4 - Middle C (C4 = 60)

"Genome" is a unique-sounding techno/d&b combi that features two synth arpeggios, with completely different characters: Synth 1 is a layered bell and short arp sound (with panning patterns provided on Master Layer Slider 6), while Synth 2 is an analog mono synth (with filter modulation patterns on Master Layer Slider 7). A very simple bass line with bending and filter modulation effects moves along underneath the two synths while an industrial-style techno beat is provided by Module A. Two different pad sounds are provided in the LH and RH areas of the keyboard, with the LH pad filling out the mix when a chord is played, and the RH pad being more suitable for soloing lines and chords. The scenes provide a wide variety of simple to complex variations, from the awesome bending "breakdown" on Scene 1 to the arpeggiated pitch-bending drums on Scene 8.

Special Notes

- Pull down on the joystick and lock it in place with SW1 (over the JS) for pitch-modulation effects on the Drums and Bass.
- Try SW2 (over the JS) to add portamento to both Synths 1 and 2 for a tonal variation.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Synth 1	Synth 2
GE Kronos (KK):	1767 (13/103)	1163 (09/011)	0033 (00/033)	0032 (00/032)
GE Name:	Techno 17 [Dance Kits]	Drum'n'Bass Bs 2	Computer 2	Computer 1
Category:	Drum	Bass Pattern	Arpeggio	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns Synth 1 on and off
Switch 4:				x	Module Run [4]	Turns Synth 2 on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of Synth 1
Switch 8:				x	Octave [4]	Changes the octave of Synth 2
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:		x			Note Pattern	Selects one of many different note patterns for the Bass
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Synth 1 and Synth 2
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Synth 1 and Synth 2
Slider 5:	x				Alternate Drum Map	Selects one of many alternate note mappings for the Drums
Slider 6:			x		Pan Pattern	Selects one of many different pan patterns for Synth 1
Slider 7:				x	FX/Ctrl Pattern	Selects one of many different filter cutoff Patterns for Synth 2
Slider 8:			x	x	Note Pattern	Selects combinations of different note patterns for Synth 1 and Synth 2

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x		x				Filter Cutoff	CC74	Brightens/darkens the Drums/Bass/Synth 2 – use w/Knob 2
Knob 2:	x	x		x				Resonance	CC71	Controls resonance on the Drums/Bass/Synth2 – use w/Knob 1
Knob 3:		x						Filter EG	CC79	Modulates Filter Cutoff on the Bass
Knob 4:					x	x		Release	CC72	Shortens/lengthens the release on the LH and RH synth pads
Knob 5:			x					Knob Mod. 5	CC17	Envelope release on Synth 1 – turn all the way down for short
Knob 6:				x				Knob Mod. 6	CC19	Raises/lowers the pitch of one oscillator in Synth 2 by an octave
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH string pad
-X (Left)	- - - -	Bend on the RH string pad
+Y (Up)	CC01	Vibrato on the RH string pad
-Y (Down)	CC02	Pitch mod on Drums and Bass – lock w/ SW1

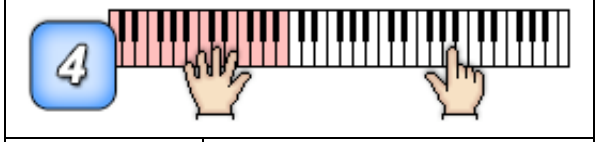
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Synth 2
-X (Left)		Mutes Synth 1
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	- - - -	JS –Y Lock – locks the pitch mod on the Bass and Drum
Switch 2:	CC65	Activates Portamento on elements of Synth 1 and Synth 2
Ribbon:	CC16	Filter modulation on the Bass and Synth 2
Sustain (Damper):	CC64	Latches the LH motion synth pad

Drum Track	
Pattern:	408 World Grv 8 [BrzPrc]
Function:	Adds an additional triangle and tambourine groove to any scene – on in Scenes 5 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	E Min/G	F Maj7	E Min7	D Min7	A Min7	B Min7	E 7sus4_9

002 @ DiZzY kiTtY @	115 BPM	House	LeadSplits



Left Hand:	Pad (KARMA off); silent (KARMA on, but provides input notes)
Right Hand:	Mono synth lead w/portamento
Split Points:	B3/C4 - Middle C (C4 = 60)

This combi derives its name from the Cat Lead (E099) in the original Karma Workstation version. Even though the Kronos does not have this sound, we've come up with a suitably "feline" RH synth lead using Tone Adjust. There's portamento (with the amount controlled via RT Knob 6) in addition to a bit of delay. There's also filter modulation available via RT Knob 3, and the ribbon can be used to make "meowing" type sounds in conjunction with JS-X pitch bend. SW2 over the joystick raises the RH synth lead by an octave to really make it wail – watch out, it also shifts the KARMA key zones down, so be careful! The lower 2 octaves trigger two drum kits, a hypnotic bass line, and a very cool heavily randomized gated synth pad, with some very distinctive variations in the 8 Scenes. Last, but not least, you'll find the cat's "friend" in Scene 7 (controlled by Pattern 3 On/Off in the Module B Control Layer).

Special Notes

- You can get many more variations out of the two Drum GEs using KARMA Sliders 5 & 6, Alternate Drum Map (separate for each one).
- The Rhythm Multipliers for the Drums on Switches 5 & 6 can also be used with good effect.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Gated Synth
GE Kronos (KK):	1546 (12/010)	1563 (12/027)	1150 (08/126)	1273 (09/121)
GE Name:	Choppy 3 [All Kits]	DeepHouse [All Kits]	Dance & Comp 1	Cinema Pad
Category:	Drum	Drum	Bass Pattern	Gated
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of Drums 1 by 200% (half-time)
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of Drums 2 by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Bass
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x			Rhythm Complexity	Varies the rhythm complexity of the 2 Drum GEs, on different halves of the Slider
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Gated Synth
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for Drums 1
Slider 6:		x			Alternate Drum Map	Selects one of many alternate mappings for Drums 2
Slider 7:			x		Note Pattern	Selects one of many note patterns for the Bass
Slider 8:				x	Time Signature	Varies the time signature of the Gated Synth from 1/4 to 16/4

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x					Filter Cutoff	CC74	Brightens/darkens the Bass – use w/Knob 2
Knob 2:			x					Resonance	CC71	Controls resonance for the Bass – use w/Knob 1
Knob 3:						x		Filter EG	CC79	Brightens/darkens the RH lead synth
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release for the LH pad (KARMA off) and RH lead synth
Knob 5:						x		Knob Mod. 5	CC17	Envelope modulation for the RH lead synth
Knob 6:						x		Port. Time	CC19	Controls the portamento time for the RH lead synth
Knob 7:						x	x	Knob Mod. 7	CC20	Controls the amount of Delay for the RH lead synth
Knob 8:	x	x		x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall Mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch Modulation on the Drums

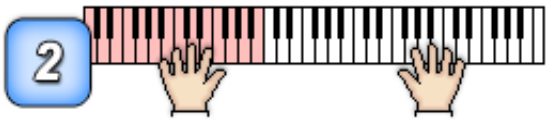
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Drums 2 & Drum Track
-X (Left)		Mutes the Gated Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes Drums 1

Other Controllers	CC#	Function
Switch 1:	CC80	Shifts one of the oscillators in the RH synth lead up a 5th
Switch 2:	- - - -	Octave Up – raises the RH synth lead by an octave (also changes KARMA Key Zones, watch out!)
Ribbon:	CC16	Filter modulation on the RH synth lead – make some "cat noises"
Sustain (Damper):	CC64	Latches the LH pad (when KARMA is off)

Drum Track	
Pattern:	402 Techno Grv 3 [BrzPrc]
Function:	Adds a triangle and hand drum part – on in Scenes 2, 6, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min7	G Min7_11	E Min7	A Min7_11	A# Min7_9	D# Min7_9	G# Min7_9	A 7sus4_9

003 Serious Chill	88 BPM	Trip-Hop	Keyboard



Left Hand:	Motion pad
Right Hand:	E. Piano/pad through phaser
Split Points:	B3/C4 - Middle C (C4 = 60)

Two complimentary drum GEs provide the laid-back groove in this trip-hop combi, with the first one going through the Analog Record effect with delay for a characteristic filtered vibe. A cyclic bass arp provides a repetitive trance pattern, over which a chorused breathy bell/vibe sound plays with randomly chosen and timed notes. An ultra-cool e. piano/pad layer through Phaser effect is provided for soloing in the RH area, while a slowly fading in and out "wave of sound" is provided by the motion pad in the LH area (in addition to driving KARMA's input). Be sure to hold the pads or LH chords down long enough to get the full sweep of sound. The scenes provide some very different variations, such as the nice sidestick/ride variation in Scene 7 and the trippy pitch-bending drums in Scene 8. Since the RH piano has no pitch-bend, use the JS X axis to bend the pitch of the drums up or down an octave, and lock with SW2 over the joystick, for additional variations.

Special Notes

- Real-Time Control Mode Knobs 1, 2, 5 & 6 all interact with the Bass to produce many cool and interesting modulations.
- For a cool effect, try the LH Pad with SW1 over the joystick on, and the ribbon at far right – a real wave of sound!

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Bells
GE Kronos (KK):	1413 (11/005)	1569 (12/033)	1222 (09/070)	0223 (01/095)
GE Name:	HipHop 14 [All Kits]	Downtempo 2 [All Kits]	Stravy Bass	TripHop Vibe
Category:	Drum	Drum	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Bells on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of Drums 1 by 200% (half-time)
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of Drums 2 by 200% (half-time)
Switch 7:			x		Pan On/Off	Activates a left to right panning pattern on the Bass
Switch 8:				x	Note Inversion On	Adds an additional layer of notes to the Bells that are inverted from the other
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x			Rhythm Complexity	Varies the complexity of the rhythm for Drums 1 and Drums 2
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Bells
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Bells
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for Drums 1
Slider 6:		x			Alternate Drum Map	Selects one of many alternate mappings for Drums 2
Slider 7:			x		Note Pattern	Selects one of many different note patterns for the Bass
Slider 8:				x	Note Scale Type	Varies the basic scale type for the Bells from regular at min to scalic and atonal

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x					Filter Cutoff	CC74	Brightens/darkens the Bass – use w/Knobs 2, 5, 6
Knob 2:			x					Resonance	CC71	Controls resonance on the Bass – use w/Knobs 1, 5, 6
Knob 3:					x			Filter EG	CC79	Brightens darkens the "whoosh" element of the LH motion pad
Knob 4:					x			Release	CC72	Lengthens/shortens the release of the LH motion pad
Knob 5:			x					Knob Mod. 5	CC17	Filter/LFO/Env modulation on the Bass – use w/Knobs 1, 2, 6
Knob 6:			x					Knob Mod. 6	CC19	Filter/LFO/Env modulation on the Bass – use w/Knobs 1, 2, 5
Knob 7:	x			x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x		x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bends Drums 1 & 2 up one octave (lock w/ SW2)
-X (Left)	- - - -	Bends Drums 1 & 2 down one octave (lock w/ SW2)
+Y (Up)	CC01	Vibrato on the Bells
-Y (Down)	CC02	Filter Mod on the Bass and RH piano, pitch mod on the Drums

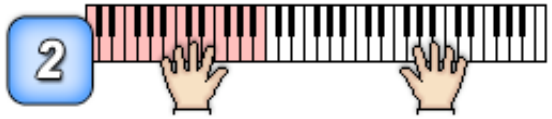
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Bells
-X (Left)		Mutes Drum 2
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes Drums 1 & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch EG on LH motion pad
Switch 2:	- - - -	JS X & Ribbon Lock – locks the pitch bend on the Drums, and/or the effect of the ribbon on the LH pad
Ribbon:	CC16	Filter modulation on the LH motion pad (lock with SW2)
Sustain (Damper):	CC64	Latches both the LH motion pad and the RH e.piano

Drum Track	
Pattern:	386 Clave [BrzPerc]
Function:	Adds a simple clave part to any scene – on in Scenes 2, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	F Min7	G# Maj6	G 7th	C Min7	D Min7	F Min6	G Maj

004 Zen & the Art	61 BPM	New Age/Atmospheric	LeadSplits



Left Hand:	Synth pad w/ low strings at bottom KARMA off, add wind chimes
Right Hand:	Shakuhachi layered with synth pad
Split Points:	B3/C4 - Middle C (C4 = 60)

A soothing harp arpeggio is layered over a deeply pensive phased pad, with a simple taiko rhythm, rain stick effects and other Asian percussion permeating the Zen-like simplicity. A babbling brook runs quietly throughout the peaceful scene. A breathy shakuhachi and flute are layered on top of the pad for soloing on the upper three octaves. In addition to the keyboard timbres, a panning set of wind chimes is available to be triggered by JS –Y. The startup scene is Scene 1, which contains the simplest variations. As you move towards Scene 8, the harp and percussion Modules get slightly busier with each scene. Towards the end, some pitch-bending is added to the sustained Pad on Module C, and eventually to the harp as well, and finally on the percussion in Scene 8. The 8 programmed chords produce a beautifully serene progression, if we say so ourselves. :-)

Special Notes

- JS –Y triggers KARMA Module D to produce a panning "wind chime" effect that can be added at any time.
- RT Control Knob 7, when turned all the way up, creates an "infinite" delay effect on the Harp (and also the RH shakuhachi/flute).

KARMA Module	A	B	C	D
Instrument:	Perc	Harp	Pad	Sound FX
GE Kronos (KK):	1871 (14/079)	0011 (00/011)	2045 (15/125)	0727 (05/087)
GE Name:	Asian Perc [Orch&Ethnic Kit]	Arp Model 12 Up	RT Real-Time Bend	Pad Holder
Category:	Drum	Arpeggio	Real-Time	Chord Rhythmic
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	RB1 - Real-Time Bend	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Percussion on and off
Switch 2:		x			Module Run [2]	Turns the Harp on and off
Switch 3:			x		Module Run [3]	Turns the Pad on and off
Switch 4:		x			Rhythm Multiplier	Multiplies the rhythm and changes the time signature of the Harp
Switch 5:	x				Drum/Perc Sound	Transposes the Percussion to produce alternate sounds
Switch 6:		x			Octave [2]	Changes the octave of the Harp
Switch 7:			x		Octave [3]	Changes the octave of the Pad
Switch 8:				x	Octave [4]	Changes the octave of the wind chimes (Sound FX)
Slider 1:	x	x			Rhythm Swing %	Varies the swing feel for the Percussion and Harp
Slider 2:	x				Rhythm Complexity	Varies the rhythmic activity for the Percussion
Slider 3:		x			Duration Control	Varies the length of notes for the Harp
Slider 4:		x			Velocity Accents	Varies the velocity level of certain notes for the Harp
Slider 5:		x			Note Pattern	Varies the notes produced by the Harp
Slider 6:	x				Rhythm Multiplier	Multiplies the rhythms for the Percussion, creating less space between notes
Slider 7:			x		Env. Start Level	Varies the start level for a CC74 Filter Cutoff envelope on the Pad (it loops)
Slider 8:			x		Env. Sustain Level	Varies the sustain level for a CC74 Filter Cutoff envelope on the Pad (it loops)

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x		x	x		Filter Cutoff	CC74	Brightens/darkens the LH/RH pad* and stream – use w/Knob 2
Knob 2:			x		x	x		Resonance	CC71	Controls resonance on the LH/RH pad and stream – use w/ Knob 1
Knob 3:						x		Filter EG	CC79	Brightens/darkens the RH shakuhachi/flute
Knob 4:						x		Release	CC72	Lengthens/shortens the release on the RH shakuhachi/flute
Knob 5:			x		x		x	Knob Mod. 5	CC17	Modulates/varies the amount of the Phaser effect on the Pad – use w/SW2
Knob 6:		x						Knob Mod. 6	CC19	Modulates the envelopes of the Harp – fade out with min
Knob 7:		x					x	Knob Mod. 7	CC20	Controls the amount of feedback on the Delay effect on the Harp
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH shakuhachi/flute
-X (Left)	- - - -	Bend on the RH shakuhachi/flute
+Y (Up)	CC01	Vibrato on the RH shakuhachi/flute
-Y (Down)	CC02	(KARMA) – triggers the wind chimes (Sound FX)

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Stream and wind chimes (Sound FX)
-X (Left)		Mutes the Harp
+Y (Up)	CC119	Mutes the Pad
-Y (Down)		Mutes the Percussion & Drum Track

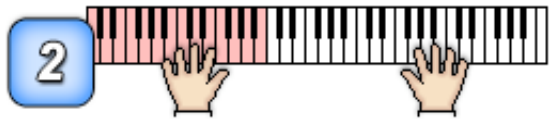
Other Controllers	CC#	Function
Switch 1:	CC80	Modulates the pitch of some oscillators in the Harp and Pad
Switch 2:	CC81	Increase the depth of the Phaser effect on the LH pad – use w/Knob 5
Ribbon:	CC16	Modulates the filter of the RH shakuhachi/flute
Sustain (Damper):	CC64	KARMA Off: Latches everything except the RH shakuhachi/flute; KARMA On: no function

Drum Track	
Pattern:	391 Shakers 1 [BrzPrc]
Function:	Adds a subtle shaker part – on in all scenes through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min	G Min	C Maj	F Maj7	A# Maj	E Min7b5	A 7th	D Maj

** When KARMA is On, Module C is generating a CC#74 Envelope that will interfere with the use of RT Control Knob 1.*

005 Epic Rock In 7	108 BPM	Rock/Progressive/Fusion	Organ



Left Hand:	Layered synth pad
Right Hand:	Rock organ w/rotary speaker (Toggle fast/slow = JS +Y)
Split Points:	B3/C4 - Middle C (C4 = 60)

Inspired by the likes of an all-time favorite classic rock group "Yes", this combi drops us in the world of syncopated drum and bass rhythms, fusion guitars, synthesizers and classic organ sounds - and it does it all in 7/4 time. The lower 2 octaves trigger the drums, bass, guitar and ethereal synth pad, while the upper 3 allow you to solo with the classic distortion organ through rotary speaker.

This combi is a tour-de-force for KARMA's random capabilities – the drums abound with little touches of randomness in the opening scene, while the guitar module (driven by GE 0263 Flute Improv to get that distinctive modal improvisational sound) provides a full-on improvisational musician. In fact, try turning off the other three Modules, and just playing chords with the LH Pad, while the guitar improvises away. You can add all sorts of effects to the guitar while it solos with the ribbon, RT Control Mode Knobs 3 and 5, and JS –Y (for feedback on long notes).

Special Notes

- Use KARMA Master Layer Slider 7 to select different time signatures – try 5/4!

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Synth 1	Guitar
GE Kronos (KK):	1793 (14/001)	1169 (09/017)	0549 (04/037)	0260 (02/004)
GE Name:	7/8 Groove [All Kits]	E.BassLine 10	Pad Helper 07	Flute Improv
Category:	Drum	Bass Pattern	Harmonic (Poly)	Melodic
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Synth on and off
Switch 4:				x	Module Run [4]	Turns the Guitar on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the Rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Synth
Switch 8:				x	Octave [4]	Changes the octave of the Guitar
Slider 1:	x	x		x	Rhythm Swing %	Varies the swing feel for 3 Modules (skipping the Synth)
Slider 2:	x	x			Rhythm Randomize	Varies the complexity of the Drums and Bass by adding randomness
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Synth and Guitar
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Synth and Guitar
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Phrase Selection	Selects four different arrangements of two different Bass Phrases
Slider 7:	x	x	x		Time Signature	Varies the time signature from 1/4 to 8/4 on the Drums, Bass and Synth
Slider 8:				x	Rhythm Value	Varies the rhythmic resolution that the Guitar phrase is based on

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x			Filter Cutoff	CC74	Filter modulation on the LH synth pad – use w/Knob 2
Knob 2:					x			Resonance	CC71	Controls the resonance on the LH synth pad – use w/Knob 1
Knob 3:				x				Filter EG	CC79	Darkens/brightens/thins out the Guitar
Knob 4:					x			Release	CC72	Controls the Release length for the LH synth pad
Knob 5:				x				Knob Mod. 5	CC17	Modulates the envelopes of the Guitar, for muting and fade-ins
Knob 6:					x			Knob Mod. 6	CC19	Alternate filter modulation on the LH synth pad – try with KARMA off
Knob 7:	x		x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on various elements of the mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on various elements of the mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the Drums – lock with SW2
-X (Left)	- - - -	Bend on the Drums – lock with SW2
+Y (Up)	CC01	Toggles the RH organ rotary speaker slow <-> fast
-Y (Down)	CC02	Hold down to allow feedback on the Guitar (long notes)

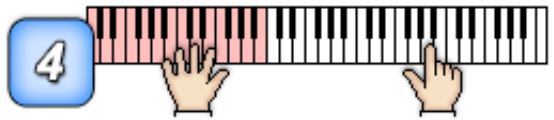
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Synth Pad
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Activates vibrato on the RH organ
Switch 2:	- - - -	JS X Lock – use the left/right joystick to pitch bend the Drums up or down an octave, and then lock in place with this
Ribbon:	CC16	Pitch-bending on the Guitar – while focusing on the random solo, play with this to add even more "life"
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	384 Breakbeat Tamb [BrzPrc]
Function:	Off by default; use to add a tambourine part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	G Min7_9	A# Min7	F Min7_9	G# Min7	D# Min7_9	F# Min7	C# Min7_9

006 Burst	115 BPM	Techno	LeadSplits



Left Hand:	Gated synth pad with additional layer when KARMA is Off
Right Hand:	Heavy mono sync lead with Chorus/Flanger
Split Points:	B3/C4 - Middle C (C4 = 60)

This heavy slower techno groove features a heavily delayed "Chord Hit" (Module C) run through a Talking Modulator effect for a very cool techno stab sound. Underneath, heavy drums and a throbbing plodding bass line move in an angular fashion, while a synth arpeggio percolates on top – and that's just the startup scene. Some very cool alternate scene variations abound, while the Drum Track feature has been used to add an interesting industrial element to several of the scenes. A thick and evil layered mono sync lead run through a Chorus/Flanger provides a cutting solo sound, while the LH pad adds a simple gated beeping while providing input to KARMA. With KARMA off, another layer is added to the pad to fill it out. The Note Trigger Mode for all four Modules has specifically been set to "Any" note, so that you can rapidly retrigger the groove from the keyboard – change it to "1st" if you find this gets in the way of your Performance.

Special Notes

- Chord Triggers 5 ~ 8 do not play chords into KARMA, but play Brass Hits that have been tuned to match the chords on Chord Triggers 1 ~ 4.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Hits	Arpeggio
GE Kronos (KK):	1343 (10/063)	1203 (09/051)	0095 (00/095)	0219 (01/091)
GE Name:	Santa Cruz [All Kits]	Phunky Wah 1	Goober Uber Alles 1	Trance Riff 2
Category:	Drum	Bass Pattern	Arpeggio	Melodic
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Hits on and off
Switch 4:				x	Module Run [4]	Turns the Arpeggio on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Hits
Switch 8:				x	Octave [4]	Changes the octave of the Arpeggio
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:		x	x	x	Rhythm Pattern	Selects one of many different rhythm patterns for the Bass, Hits and Arpeggio
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Hits and Arpeggio
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Hits and Arpeggio
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Time Signature	Varies the time signature of the Bass from 1/4 to 8/4
Slider 7:				x	Note Pattern	Selects one of many different note patterns for the Arpeggio
Slider 8:				x	Step Transpose Pattern	Selects one of several different octave transpose patterns for the Arpeggio

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Arpeggio – use w/Knob 2
Knob 2:				x				Resonance	CC71	Controls the resonance for the Arpeggio – use w/Knob 1
Knob 3:		x						Filter EG	CC79	Modulates/brightens/darkens the Bass
Knob 4:			x	x				Release	CC72	Lengthens the release for the Hits and Arpeggio – careful at far right!
Knob 5:								F/A Decay	CC75	Shortens/lengthens the Filter/Amp decay for most KARMA Parts
Knob 6:						x		Knob Mod. 6	CC19	Tunes one of the elements of the RH synth lead up/down
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Filter LFO Mod on the RH synth lead and LH pad (KARMA Off)

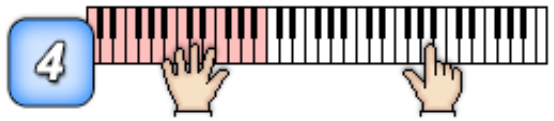
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Arpeggio
-X (Left)		Mutes the Hits
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Turns off the filter sweep on the gating in the LH synth pad; turns on a filter sweep in the additional element (KARMA Off)
Switch 2:	CC81	Adds a chirping resonant modulation to the Arpeggio
Ribbon:	CC16	Filter modulation on the RH synth lead
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	667 Junglib2 [Ind/Voc]
Function:	Adds an industrial noises groove through comp/phaser to any scene – on in Scenes 2, 6 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords/Hits	D Min	C Min	A# Min	A Min	D Hit	C Hit	A# Hit	A Hit

007 Occult Fusion	114 BPM	World/Fusion	LeadSplits



Left Hand:	Resonant stereo synth pad
Right Hand:	Ethnic synth lead (mono)
Split Points:	B3/C4 - Middle C (C4 = 60)

This Performance features a fretless bass line that moves along in a funky groove while a set of gamelans, tablas, and drums provide a complex ethnic rhythmic backdrop. There's also an ethereal and sometimes flute-like pad sound that is driven by the gamelans GE on Module D (Bells). The eight scenes provide some extremely cool variations, featuring bending on the bass and repeated notes on the drums. All Modules are triggered on the lower 2 octaves below Middle C. On the upper octaves, you'll find one of the most unique lead synths in the collection: a sort of "Asian sync-lead steel-drum nose-flute." For some variation, try Real-time Control Mode Knob 5 to vary the pitch of some oscillators in the lead sound. Pull the Joystick all the way down (-Y) to modulate the pitch up on the Drums & Percussion, and lock it in place with SW2 – then turn off SW2 a few bars later on the downbeat.

Special Notes

- The Bass and Bells have been set to "Any" Note Trigger Mode to allow you to "play the bass" and provide accents that are not on the downbeat. If you feel this gets in the way, just edit the KARMA Trigger page on the Kronos or the Trigger Panel of the Performance Editor in the KARMA Kronos software.

KARMA Module	A	B	C	D
Instrument:	Drums	Tablas	Bass	Bells
GE Kronos (KK):	1633 (12/097)	1947 (15/027)	1010 (07/114)	0498 (03/114)
GE Name:	Hard Knock 2 [All Kits]	Tablas 8 [Orch&Ethnic Kit]	Fretless Guitar Thing	Gamelans 4
Category:	Drum	Drum	Pick	Harmonic (Poly)
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Tablas/Perc on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Bells on and off
Switch 5:	x	x			Rhythm Multiplier	Multiplies the rhythm of the Drums and Tablas by 200% (half-time)
Switch 6:		x			Note Transpose	Transposes the Tablas for an alternate set of percussion sounds
Switch 7:			x		Note Pattern	Selects an alternate phrase for the Bass line
Switch 8:				x	Octave [4]	Changes the octave of the Bells
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x				Rhythm Complexity	Varies the amount of rhythmic complexity for the Drums from min to max
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Bells
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Bells
Slider 5:	x				Alternate Drum Map	Selects one of many alternate note mappings for the Drums
Slider 6:			x		Repeat Note Range Limit	Varies the lowest repeated notes that can be generated for the Bass
Slider 7:				x	Note Movement	Switches between regular and inverted/doubled notes for the Bells
Slider 8:				x	Note Voicing	Selects one of several different open voicing methods for the Bells

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x							Filter Cutoff	CC74	Brightens/darkens the Drums & Tablas – use w/Knob 2
Knob 2:	x							Resonance	CC71	Controls the resonance on the Drums & Tablas – use w/Knob 1
Knob 3:					x			Filter EG	CC79	Brightens/darkens the LH resonant pad
Knob 4:						x		Release	CC72	Shortens/lengthens the release on the RH synth lead
Knob 5:						x		Knob Mod. 5	CC17	Controls the pitch of some oscillators in the RH synth lead
Knob 6:						x		Knob Mod. 6	CC19	Controls the pitch of other oscillators in the RH synth lead
Knob 7:						x	x	Knob Mod. 7	CC20	Controls the feedback amount of the Delay on the RH synth lead
Knob 8:	x	x		x	x	x	x	Knob Mod. 8	CC21	Controls the overall amount of Reverb on the mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch modulation on the Drums & Perc – lock with SW2

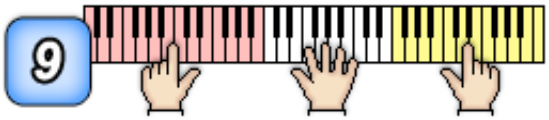
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Tablas and Perc
-X (Left)		Mutes the Bells
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Adds an octave effect to the Bass, and an eerie effect to the Bells/Pad
Switch 2:	- - - -	JS –Y Lock: locks the pitch modulation of the joystick down for the Drums & Perc
Ribbon:	CC16	Filter modulation on the LH resonant pad
Sustain (Damper):	CC64	Latches the LH resonant pad

Drum Track	
Pattern:	372 Shakers 2 [Orig Perc]
Function:	Adds an additional shakers part to any scene – on in Scenes 2, 3, 6 & 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A 7sus4	G 7sus4	C 7sus4	A# 7sus4	B 7sus4	F 7sus4	E 7sus4	B Maj

008 Mysterious Karma	112 BPM	Drum n' Bass	LeadSplits



Left Hand:	Bass/breathy synth pad
Right Hand:	Mono octave analog lead
Split Points:	B2 and down: Bass/Drums C3 ~ B4: Guitar/Bells/Synth pad C5 and up: Mono synth lead

Different from most of the combis in this collection, Mysterious Karma provides a 3-way split setup, where single notes in the bottom octave trigger the Drum and Bass Modules, while a chord in C3 to B4 area triggers the Guitar and Bells, in addition to playing a breathy synth pad. The upper octaves from C5 up are used for playing a mono lead synth. As the Chord Triggers (Pads) demonstrate, you can trigger the Bells and Guitar (Chord Trigger 1) separately, then bring in the Drums and Bass underneath it (Chord Trigger 2) – try playing Chord Trigger 1 (and holding it), then waiting 8 or 16 beats, and bringing in Chord Trigger 2. The other Chord Triggers control all four KARMA Modules. When coming back to Chord Trigger 1 from Chord Trigger 8, play both CT1 & CT2 at the same time.

An ominous bending bass line combines with chugging and upstroke clean strat guitar chords in the opening scene, but be sure to check out all the scene variations – Scenes 4 and 5 are particularly nice to solo over. With KARMA off, the Timbre Thru feature is used to provide a similar 3-way split, with the bass in the bottom octave, the synth pad from C3 to B4 layered with the guitar, and the RH lead synth from C5 up.

Special Notes

- Chord Trigger 1 purposely triggers only Modules 3 & 4 (Guitar/Bells), while Chord Trigger 2 triggers only the Modules 1 & 2 (Drums/Bass). Note: because of the way this is all zoned, in certain scenes playing a single note in the bass area will produce a major riff, unless notes are held in the pad area as well.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Bells
GE Kronos (KK):	1498 (11/090)	1157 (09/005)	1032 (08/008)	0362 (02/106)
GE Name:	2 Step 07 [All Kits]	Decayed Bass	UpWham Guitar	E.Piano Police
Category:	Drum	Bass Pattern	Pick	Harmonic (Poly)
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Guitar on and off
Switch 4:				x	Module Run [4]	Turns the Bells on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Guitar
Switch 8:				x	Octave [4]	Changes the octave of the Bells

Slider 1:	x	x			Rhythm Swing %	Varies the swing feel for the Drums and Bass
Slider 2:	x	x			Rhythm Complexity	Varies the rhythm complexity of the Drums and Bass
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Guitar and Bells
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Guitar and Bells
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Bend Length	Varies the bend length for the Bass (when bend is on in the Module B Layer)
Slider 7:			x		Time Signature	Varies the time signature of the Guitar from 1/4 to 8/4, and changes the phrase
Slider 8:				x	Time Signature	Varies the time signature of the Bells from 1/4 to 4/4

RT Control	**Modules**				**Keyboard**		**IFX/**	**Controller**	**CC#**	**Function**
Knobs	**A**	**B**	**C**	**D**	**LH**	**RH**	**MFX**			
Knob 1:	x		x					Filter Cutoff	CC74	Brightens/darkens the Drums and Guitar – use w/Knob 2
Knob 2:	x		x					Resonance	CC71	Controls resonance on the Drums and Guitar – use w/Knob 1
Knob 3:					x			Filter EG	CC79	Brightens/darkens the LH synth pad
Knob 4:					x			Release	CC72	Controls the release length on the LH synth pad
Knob 5:						x		Knob Mod. 5	CC17	Modulates the envelopes on the RH synth lead
Knob 6:		x					x	Knob Mod. 6	CC19	Controls the amount of the Phaser effect on the Bass
Knob 7:		x				x	x	Knob Mod. 7	CC20	Controls the amount of Delay and Feedback on the Guitar and RH lead
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	**CC#**	**Function**
+X (Right)	- - - -	Bend on the RH lead synth
-X (Left)	- - - -	Bend on the RH lead synth
+Y (Up)	CC01	Vibrato on the RH lead synth
-Y (Down)	CC02	LFO filter modulation on the RH lead synth

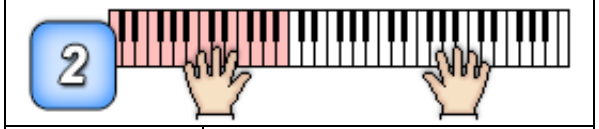
Vector JS	**CC#**	**Function**
+X (Right)	CC118	Mutes the Guitar
-X (Left)		Mutes the Bells
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	**CC#**	**Function**
Switch 1:	CC80	Changes the octave of one of the oscillators in the RH synth lead (subtle)
Switch 2:	- - - -	JS –Y & Ribbon Lock: locks the position of the –Y and Ribbon modulation on the RH lead synth
Ribbon:	CC16	Brightens/darkens the LH synth pad and RH lead synth
Sustain (Damper):	CC64	KARMA on: latches the LH synth pad; KARMA off: latches the Bass, LH synth pad and Guitar

Drum Track	
Pattern:	372 Shakers 2 [Orig Perc]
Function:	Adds an additional shaker pattern to any scene – on in Scenes 1, 2, 5, 7 and 8 through the use of the DT Run settings

Pads 1-8	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Chords	G Min7 (RH)	G (Bass - LH)	F Min7	D Min7	A Min7	E Min7	B Min7	F# Min7

009 Pulse Down	114 BPM	House	BassSplits



Left Hand:	KARMA on: Synth pad KARMA off: Synth bass
Right Hand:	Polyphonic synth lead
Split Points:	B3/C4 - Middle C (C4 = 60)

"Pulse Down" is carried along by a hip-hop/house beat, a dark sinuous dance bass, ethereal dream-like gated sound effects that mysteriously pulse into the foreground and fade away, and a subtle synth piano riff layered with a resonant short synth sound. All modules are triggered via the lower 2 octaves, which has a soft synth pad as well. The upper 3 octaves provide a bright lead synth (polyphonic) with a synth/string pad beneath, almost a "synth brass layer" that works nicely for soloing or stabs. Try Scene 1 for minimal activity with a clockwork percussion groove courtesy of the Kronos's Drum Track, or Scene 8 for some buzz-delayed drums with arpeggiated pitch-bend. Other scenes provide some nice alternative grooves useful for completely different compositions, such as Scene 4.

Special Notes

- Scene 1 (only) uses the Drum Track to add a clockwork percussion groove. To add this in other scenes, edit the DT Run settings in the Scene page (Kronos) or the RT Controls Window (KARMA Kronos Software).

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Synth 1	Gated Synth
GE Kronos (KK):	1437 (11/029)	1163 (09/011)	0492 (03/108)	1258 (09/106)
GE Name:	HipHop 38 [Dance Kits]	Drum'n'Bass Bs 2	Flashin' Arp	Dr. Chopper 1
Category:	Drum	Bass Pattern	Harmonic (Poly)	Gated
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Synth Riff on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Synth Riff
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x			x	Rhythm Complexity	Varies the rhythmic activity for the Drums and Gated Synth
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Synth and Gated Synth
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Synth and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Note Pattern	Selects one of many different note patterns for the Bass
Slider 7:			x		Note Pattern	Selects one of many different note patterns for the Synth Riff
Slider 8:				x	Velocity Pattern	Selects one of many different velocity patterns for the Gated Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:			x					Filter Cutoff	CC74	Brightens/darkens the Synth Riff – use w/Knob 2
Knob 2:			x					Resonance	CC71	Controls the resonance for the Synth Riff – use w/Knob 1
Knob 3:			x	x				Filter EG	CC79	Controls the Filter EG Amount for the Synth Riff and Gated Synth
Knob 4:					x	x		Release	CC72	Controls the release length for the RH and LH synth pads
Knob 5:				x				Knob Mod. 5	CC17	Envelope modulation on the Gated Synth – try all the way to the left
Knob 6:		x		x				Knob Mod. 6	CC19	Oscillator pitch on the Bass and filter mod on the Gated Synth
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead, LH Bass (KARMA off)
-Y (Down)	CC02	Filter modulation on the RH synth lead, LH Pad (KARMA on)

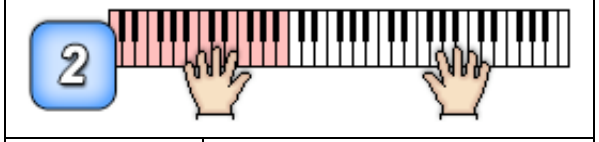
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Synth Riff
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch envelope modulation on the Gated Synth – very cool!
Switch 2:	- - - -	Ribbon Lock – locks the position of the ribbon modulation
Ribbon:	CC16	Filter cutoff on the Drums and one element of the Synth Riff – try moving all the way to the left, then locking with SW2
Sustain (Damper):	CC64	Latches the LH pad (KARMA on) or LH synth bass (KARMA off)

Drum Track	
Pattern:	695: Vocoder Ac [All]
Function:	Adds a syncopated “clockwork” percussion pattern to what’s already there; on in Scene 1 only through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min	A# Maj	C Maj	A Min	G Maj	F Maj	E Min	A Maj

010 Feet on the Earth	80 BPM	Film/Soundtrack	LeadSplits



Left Hand:	Vocal “ooh” pad
Right Hand:	Layered solo flute/pan flute
Split Points:	B3/C4 - Middle C (C4 = 60)

This combi features a filtered one-note 16ths bass line throbbing on top of an afro-cuban percussion ensemble and drum groove, while a slow ethnic mandolin tremolo/string line ascends through a diatonic scale. A lush vocal pad is provided in the LH area and a beautiful layered solo flute/pan flute for playing leads in the RH area – this is a great layered split for playing solo, even without KARMA. The 8 scenes present a wide range of variation, from the startup scene (faintly reminiscent of something Vangelis might do) to the double-time Drums in Scene 8. Be sure to check out the cool pitch-bending drums in Scene 2, especially when coming from Scene 1.

Special Notes

- Module B has three different Perc Patterns on Module Control Layer Switches 1, 2 and 3. You can use Master Layer Slider 6 to change them to other patterns for a wide range of completely different percussion patterns.

KARMA Module	A	B	C	D
Instrument:	Drums	Perc	Bass	Mandolin
GE Kronos (KK):	1594 (12/058)	1886 (14/094)	1142 (08/118)	0139 (01/011)
GE Name:	Drum'n'Bass 16 [Dance Kits]	Ethnic Perc 1 [Perc Kit]	Bass Lines 1	Slow Synth Mover 2
Category:	Drum	Drum	Bass Pattern	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Percussion on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Mandolin/Strings on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of the Perc by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Bass
Switch 8:				x	Octave [4]	Changes the octave of the Mandolin/Strings
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x			Rhythm Complexity	Varies the rhythmic activity of the Drums and Percussion
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Mandolin/Strings
Slider 4:				x	Velocity Accents	Varies the level of certain notes in the Mandolin/Strings
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mapping for the Drums
Slider 6:		x			Percussion Pattern	Selects a number of combinations of different percussion patterns
Slider 7:			x		Note Pattern	Varies the note pattern on the Bass
Slider 8:			x		Pan Pattern	Activates a panning pattern on the Bass (min = off, max = on)

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x						Filter Cutoff	CC74	Darkens the Drums and Percussion
Knob 2:			x					Resonance	CC71	Controls resonance on the Bass Timbres – use w/Knob 3
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Bass – use w/Knob 2
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release of the RH and LH Kbd Parts
Knob 5:			x					Knob Mod. 5	CC17	Filter and envelope modulation on the Bass
Knob 6:				x				Knob Mod. 6	CC19	Filter and effect modulation on the Mandolins/Strings
Knob 7:				x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x		x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH flute lead
-X (Left)	- - - -	Bend on the RH flute lead
+Y (Up)	CC01	Vibrato on the RH flute lead
-Y (Down)	CC02	Filter modulation on the Bass (Lock with SW1)

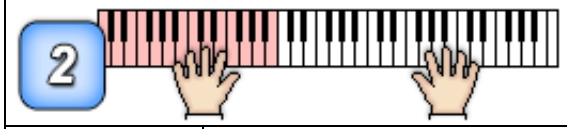
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Mandolins
-X (Left)		Mutes the Percussion
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	- - - -	JS –Y & Ribbon Lock – lock the filter mod on the Drums and Perc
Switch 2:	CC81	Subtle filter and effect modulation on the LH vocal pad
Ribbon:	CC16	Filter modulation (darkens) the Drums and Perc (Lock with SW 1)
Sustain (Damper):	CC64	Latches the LH vocal pad

Drum Track	
Pattern:	375 Triangle 2 [Orig Perc]
Function:	Adds a triangle part to any scene – on in Scenes 3, 6, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Maj	F# Min	D Maj	E Maj	F Maj	D Min	A# Maj	C Maj

011 Trance Mansion	124 BPM	Trance/House	Keyboard



Left Hand:	Synth pad
Right Hand:	House piano layered w/pad
Split Points:	B3/C4 - Middle C (C4 = 60)

This trance/house ensemble features an energetic layered bass line with chunky and resonant elements, a bubbling perc organ line, a heavy house drum groove and an anthemic synth riff. A biting metallic house piano layered with analog strings is provided for playing short polyphonic stabs in the RH area on top of the sonic mayhem. The Drum Track feature has been used to add additional percussion in Scenes 1, 2, 3, 4, 6 and 8 *only* (through the use of the Drum Track Run buttons in the Scene Matrix page). For an interesting effect, choose one of those scenes and turn OFF the KARMA Latch button – then press the Chord Triggers, hold for 2 beats, release and wait 2 beats while the Drum Track fills in the spaces.

Special Notes

- With KARMA Off, use the JS –Y to add filter modulation to the pad elements in the LH and RH sounds. With KARMA On, use it to rapidly retrigger the entire groove DJ-style, by repeatedly bringing it all the way down.
- The Drum Track has been purposely key-zoned to the entire keyboard. Try starting the Performance by playing some chords in the RH area, which will just start the percussion groove, and then trigger KARMA with chords in the LH are when ready.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Organ	Synth 1
GE Kronos (KK):	1653 (12/117)	1251 (09/099)	0332 (02/076)	1094 (08/070)
GE Name:	House 13 [Some Kits]	Trance Bass 2	Booty Call	Groove Globe 2
Category:	Drum	Bass Pattern	Harmonic (Poly)	Bass Pattern
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Organ on and off
Switch 4:				x	Module Run [4]	Turns the Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Organ
Switch 8:				x	Octave [4]	Changes the octave of the Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x		x		Rhythm Complexity	Varies the rhythmic complexity of the Drums and Organ
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Organ and Synth
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes in the Bass, Organ and Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Rhythm Multiplier	Multiplies the rhythm of the Bass, from 100% to 400%
Slider 7:			x		Transpose Pattern	Changes the semitone transpose of the Organ Riff in the fourth bar of the phrase
Slider 8:				x	Note Pattern	Selects one of many note patterns for the Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x	x		Filter Cutoff	CC74	Brightens/darkens the timbres of the LH and RH sounds
Knob 2:		x						Resonance	CC71	Resonance on the Bass – use with the Ribbon!
Knob 3:						x		Filter EG	CC79	Brightens/darkens the piano element of the RH sound (subtle)
Knob 4:								Release	CC72	Shortens/lengthens the release of the LH and RH sounds
Knob 5:		x						Knob Mod. 5	CC17	Modulates the envelope of the resonant Bass Timbre
Knob 6:	x	x						F/A Decay	CC75	Filter and Amp Decay – tighten up or lengthen the Drums/Bass
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x			x		x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend up on the Drums (lock w/SW2)
-X (Left)	- - - -	Bend down on the Drums (lock w/ SW2)
+Y (Up)	CC01	Vibrato on the LH and RH pad elements
-Y (Down)	CC02	Filter modulation on the LH and RH pad elements; trigger all KARMA Modules

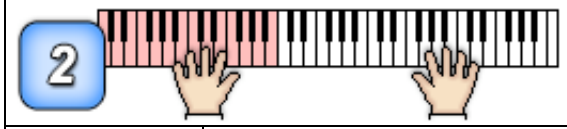
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Synth Riff
-X (Left)		Mutes the Organ
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & DT

Other Controllers	CC#	Function
Switch 1:	CC80	Filter and resonance modulation on one of the Bass timbres
Switch 2:	- - - -	JS X Lock – Locks the pitch bend on the Drums
Ribbon:	CC16	Filter modulation on the Bass and Synth Riff
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	388 Hip Bossa 2 [BrzPrc]
Function:	Adds a clave, shaker and tambourine percussion groove to any Scene – on in Scenes 1, 2, 3, 4, 6 and 8 through the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min	G Min	A# Maj	F Maj	G# Maj	D# Maj	D Maj	G Maj

012 BX3 Funk	102 BPM	Rock/Funk	Organ



Left Hand:	Organ, lower manual
Right Hand:	Percussion organ, upper manual
Split Points:	B3/C4 - Middle C (C4 = 60)

BX3 Funk lets you jam out with a slammin' organ with rotary speaker effect on top of a funky rock groove comprised of drums, bass, and two complimentary twangy guitars panned to the left and right. The LH area (KARMA Input) works well with simple 5ths (as the programmed chords demonstrate), but you can also use major and minor triads. The eight scenes provide a gradual build from a complete breakdown with just percussion, cymbals and plucky muted guitars on Scene 1, to a sh*t-kicking double-time on the drums and bass in Scene 8. The Drum Track feature adds some extra tambourine in a few of the scenes through the use of the DT Run settings.

Special Notes

- JS +Y toggles the Rotary Speaker effect fast/slow on the Organ
- JS X (Pitch Bend) changes the pitch of the drums – lock with SW2

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar 1	Guitar 2
GE Kronos (KK):	1831 (14/039)	1251 (09/099)	1179 (09/027)	0906 (07/010)
GE Name:	Rand Funk 2 [All Kits]	Trance Bass 2	Funk Bass	Funky Strums
Category:	Drum	Bass Pattern	Bass Pattern	Strumming
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns Guitar 1 on and off
Switch 4:				x	Module Run [4]	Turns Guitar 2 on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of Guitar 1
Switch 8:				x	Octave [4]	Changes the octave of Guitar 2
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:		x		x	Rhythm Multiplier	Varies the rhythm multiplier for the Bass and Guitar 2
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Guitar 1 and Guitar 2
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Guitar 1 and Guitar 2
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Time Signature	Varies the time signature of the Bass
Slider 7:			x		Pattern Select	Selects one of several different note patterns for Guitar 1
Slider 8:				x	Pattern Select	Selects one of many different note patterns for Guitar 2

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x	x				Filter Cutoff	CC74	Brightens/darkens the Drums and Guitars (use w/Knob 2)
Knob 2:	x		x	x				Resonance	CC71	Controls resonance for the Drums and Guitars (use w/Knob 1)
Knob 3:		x						Filter EG	CC79	Brightens/darkens the Bass
Knob 4:					x	x		Release	CC72	Controls the release time on the LH and RH organ
Knob 5:			x	x			x	Knob Mod. 5	CC17	Controls the depth of the Chorus sweep on the Guitars
Knob 6:			x	x			x	Knob Mod. 6	CC19	Controls the amount of Chorus on the Guitars
Knob 7:			x	x			x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the Drums (use SW2 to lock)
-X (Left)	- - - -	Bend on the Drums (use SW2 to lock)
+Y (Up)	CC01	Toggles the Rotary Speaker on the organ slow/fast
-Y (Down)	CC02	Subtle muting of the Bass strings

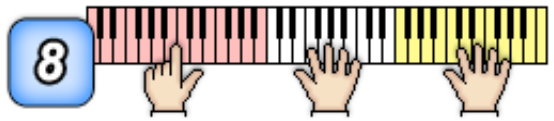
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Guitar 1
-X (Left)		Mutes Guitar 2
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Adds a vibrato effect on the RH organ sound
Switch 2:	- - - -	JS X Lock – use to lock the JS left/right pitch bend on the Drums
Ribbon:	CC16	Modulates the volume level of the LH and RH organ sounds
Sustain (Damper):	CC64	Latches the LH organ

Drum Track	
Pattern:	399 SwingHop Tamb [BrzPrc]
Function:	Adds a tambourine part to any scene – on in Scenes 4, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E 7th	A Maj	G Maj	D Maj	E Maj	G Maj7_9	A Maj	C Maj7_9

013 The Long Fairytale	73 BPM	New Age/Film/Soundtrack	Complex&SFX



Left Hand:	Layered synth pad, bass
Right Hand:	Mellotron-like flute
Split Points:	B2/C3 (Bass/KARMA Input) B4/C5 (KARMA Input/Flute)

This combi presents a unique combination of percussion, a panning kalimba-ish mallet sound, chiming bells and a picked nylon guitar to create a hypnotic dream-like fantasy world. Different from most combis in this set, the KARMA Input Zone is from C3 to B4, with C2 and down on the bottom having a fretless bass for playing low notes, and C5 and up providing a beautiful Mellotron-like flute for soloing. The 8 Chord Triggers have been set to play bass notes and flute notes, as well as notes in KARMA input zone for the synth pad layer – try the chords from 1 to 8, holding each for 4 or 8 beats to get a nice climbing progression. Since KARMA Module A is only doing different types of percussion, the Drum Track has been used to add a drum groove in Scene 8 only.

Special Notes

- JS –Y shows off a little-known KARMA feature known as "Direct Indexing" – you can sweep through several octaves of notes for the Bells module (with KARMA On). The range of the glissando is controlled by Slider 5 Note Range in Module C's Control Layer.

KARMA Module	A	B	C	D
Instrument:	Perc	Kalimba	Bells	Guitar
GE Kronos (KK):	1886 (14/094)	0272 (02/016)	1016 (07/120)	0979 (07/083)
GE Name:	Ethnic Perc 1 [Perc Kit]	Lil Counterpoint	G. Strum (random)	Finger Pick 1
Category:	Drum	Melodic	Pick	Pick
RTC Model:	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules A	B	C	D	Name	Function
Switch 1:	x				Module Run [1]	Turns the Perc on and off
Switch 2:		x			Module Run [2]	Turns the Kalimba on and off
Switch 3:			x		Module Run [3]	Turns the Bells on and off
Switch 4:				x	Module Run [4]	Turns the Guitar on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Perc by 400% (quarter-time)
Switch 6:		x			Octave [2]	Changes the octave of the Kalimba
Switch 7:			x		Octave [3]	Changes the octave of the Bells
Switch 8:				x	Octave [4]	Changes the octave of the Guitar
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all 4 Modules (Bells are locked to 0% and 200%)
Slider 2:	x			x	Rhythm Complexity	Varies the rhythmic complexity of the Perc and Guitar
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Kalimba, Bells and Guitar
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Kalimba, Bells and Guitar
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Perc
Slider 6:		x			Time Signature	Varies the time signature of the Kalimba from 1/4 to 8/4
Slider 7:			x		Cluster Randomize	Varies the occurrence of clusters (chords) in the Bells
Slider 8:				x	Note Voicing	Varies the voicing (interval distances) of the notes in the Guitar

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x			Filter Cutoff	CC74	Brightens/darkens the LH synth pad – use w/Knob 2
Knob 2:					x			Resonance	CC71	Controls resonance on the LH synth pad – use w/Knob 1
Knob 3:		x	x	x				Filter EG	CC79	Brightens/darkens the Kalimba, Bells and Guitar
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release on the LH pad and RH flute
Knob 5:	x	x	x	x				F/A Decay	CC75	Lengthens/shortens the Filter/Amp Decay for all 4 KARMA parts
Knob 6:						x		Knob Mod. 6	CC19	Stretches the pitch of the RH flute up or down an octave
Knob 7:		x	x	x			x	Knob Mod. 7	CC20	Controls the amount and feedback of Delay on the overall mix
Knob 8:	x	x	x	x			x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH flute
-X (Left)	- - - -	Bend on the RH flute
+Y (Up)	CC01	Vibrato on the Bells and Guitar
-Y (Down)	CC02	Direct Indexing on the Bells – with KARMA On

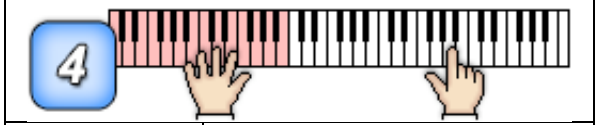
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Bells
-X (Left)		Mutes the Kalimba
+Y (Up)	CC119	Mutes the Guitar
-Y (Down)		Mutes the Percussion & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Raises one of the Bell timbre's oscillators by a 5th and brightens the Guitar
Switch 2:	CC81	Octave Up – moves the KARMA Key Zones down an octave, and extends the range of the RH flute
Ribbon:	CC16	Darkens the Kalimba and Bells to the left; raises the volume of the LH synth pad to the right
Sustain (Damper):	CC64	Latches the LH fretless bass and synth pad

Drum Track	
Pattern:	003 Pop & Ballad 3 [Std]
Function:	Use to add a drum groove underneath any scene – on in Scene 8 only through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min	G Min	D# Maj	A# Maj	C Min	D Min	D# Maj	G# Maj

014 Rezberry WILD	120 BPM	Techno/Hardcore	LeadSplits



Left Hand:	Synth Pad
Right Hand:	Synth Lead (Mono)
Split Points:	B3/C4 - Middle C (C4 = 60)

This combi features dual drum GE's, an analog-like "rez" bass, and a big synth techno riff . These modules are all triggered on the lower two octaves along with a synth pad, by single notes or chords as the Chord Triggers demonstrate. On the upper octaves is a resonant techno lead for soloing. BPM-synced delays and a heavy phaser effect on the synth line create a unique aural backwash. Scene 2 provides an interesting "open" groove, while Scene 8 provides buzzing delayed drums with pitch-bend for an interesting breakdown. The Drum Track feature has been used to add industrial noises through the delay and flanger, but is added in Scenes 2, 7 and 8 *only* (through the use of the Drum Track Run buttons in the Scene Matrix page). For an interesting effect, choose one of those scenes and turn off the KARMA Latch button – then press the Chord Triggers, hold for two beats, release and wait two beats while the Drum Track fills in the spaces.

Special Notes

- The Drum Track is used in Scenes 2, 7 & 8, controlled by the Drum Track Run button in the Scene Matrix.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Synth
GE Kronos (KK):	1432 (11/024)	1410 (11/002)	1235 (09/083)	1234 (09/082)
GE Name:	HipHop 33 [All Kits]	HipHop 11 [All Kits]	Techno Riff 04	Techno Riff 03
Category:	Drum	Drum	Bass Pattern	Bass Pattern
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Synth on and off
Switch 5:	x	x			Note Transpose	Transposes the Drums for an alternate groove
Switch 6:			x	x	Rhythm Multiplier	Multiplies the rhythm of the Bass and Synth
Switch 7:			x		Octave [3]	Changes the octave of the Bass
Switch 8:				x	Octave [4]	Changes the octave of the Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x			Rhythm Complexity	Varies the rhythmic activity for the Drums
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Synth
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Synth
Slider 5:	x	x			Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:			x		FX/Ctrl Pattern	Selects one of many different Filter Frequency Cutoff patterns for the Bass
Slider 7:				x	Note Pattern	Selects one of many different note patterns for the Synth
Slider 8:				x	Transpose Pattern	Selects one of many different transpose patterns for the Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Synth (use w/Knob 2)
Knob 2:				x				Resonance	CC71	Controls resonance for the Synth (use w/Knob 1)
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Bass
Knob 4:						x		Release	CC72	Shortens/lengthens the release on the RH Synth Lead
Knob 5:				x		x	x	Knob Mod. 5	CC17	Controls the amount of Phaser on the Synth and RH lead
Knob 6:				x		x	x	Knob Mod. 6	CC19	Controls the level of Delay on the Synth and RH synth lead
Knob 7:	x			x		x	x	Knob Mod. 7	CC20	Controls the level of Chorus on the overall mix
Knob 8:	x	x	x			x	x	Knob Mod. 8	CC21	Controls the level of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch Mod on the RH lead, Filter Mod on LH pad (SW 2 = lock)

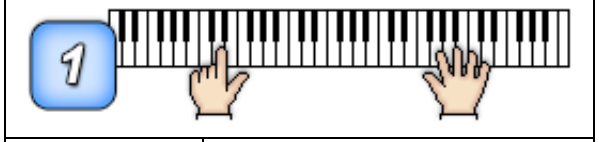
Vector JS	CC#	Function
+X (Right)	CC118	Mutes one of the Synth timbres
-X (Left)		Mutes the other of the Synth timbres
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Changes the octaves of some of the oscillators in the RH lead
Switch 2:	- - - -	JS –Y & Ribbon Lock
Ribbon:	CC16	Filter Modulation on the RH synth lead and LH pad (lock with SW 2)
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	659: Blazer 3 [Ind/voc]
Function:	Adds industrial percussion through the delay and phaser - on in Scenes 2, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min	A# Maj	F Min	G# Maj	D# Maj	F Maj	D Min	C Maj

015 Walk With Me	104 BPM	Jazz	BassSplits



Left Hand:	KARMA on: part of full-range E.Piano; KARMA off: Bass
Right Hand:	E.Piano w/ Auto-Wah
Split Points:	B3/C4 - Middle C (C4 = 60)

Two drum groove GEs play a Funk Kit and Electronic Kit for a solid mixture of a hip-hop/jungle beat, while a chorused fretless bass walks underneath an improvising flute riff through delay. An electric piano through an Auto-Wah is provided for playing chords to drive the improvisational jam, and fill in piano riffs where inspiration strikes.

The technique for playing this Performance is a bit different from others: You play the keyboard in a full-range fashion, as if playing a piano (i.e. single notes or octaves or 5ths in the LH, 4 or 5 note chords in the RH), not thinking about KARMA zones – the Dynamic MIDI SmartScan setting takes care of that. A single note in the LH area will trigger the Drum Groove, but it takes 3 or more notes anywhere to trigger a change in the chord. If you're going to solo with the piano, bear in mind that playing 3 or more notes will change the chord unless you are holding down the sustain pedal (damper).

Special Notes

- Scene 1 provides a complete breakdown to a single electronic drum groove, while Scenes 2 to 7 build in intensity and activity.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Flute
GE Kronos (KK):	1300 (10/020)	1675 (13/011)	1055 (08/031)	0260 (02/004)
GE Name:	8 Beat 2 [All Kits]	Junglaya [All Kits]	Walking Bass 2	Flute Improv
Category:	Drum	Drum	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Flute on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of Drums 1 by 200% (half-time)
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of Drums 2 by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Bass (depends on chord played and location on kbd)
Switch 8:				x	Octave [4]	Changes the octave of the Flute
Slider 1:	x	x		x	Rhythm Swing %	Varies the swing feel for all Modules except the Bass
Slider 2:	x	x	x	x	Rhythm Complexity	Varies the rhythmic complexity of all four Modules at the same time
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and the Flute
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and the Flute
Slider 5:	x	x			Alternate Drum Map	Selects one of many alternate mappings for Drums 1 and Drums 2
Slider 6:			x		Note Randomize	Varies the randomization of the note pattern for the Bass
Slider 7:				x	Note Random Jump	Varies the max distance the Flute can jump from one note to the next
Slider 8:				x	Rhythm Multiplier	Multiplies the rhythm of the Flute from 100% to 800%

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x	x		Filter Cutoff	CC74	Controls the filter cutoff (hi-pass) on the Piano
Knob 2:			x					Resonance	CC71	Controls the resonance on the Bass (use with JS –Y)
Knob 3:				x				Filter EG	CC79	Brightens/darkens the Flute
Knob 4:					x	x		Release	CC72	Shortens/lengthens the release on the Piano
Knob 5:				x		x	x	Knob Mod. 5	CC17	Controls the amount of Delay on the Flute and RH e.piano
Knob 6:	x	x						F/A Decay	CC75	Shortens/lengthens the F/A Decay on the Drums
Knob 7:			x				x	Knob Mod. 7	CC20	Controls the amount of Chorus on the Bass
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	KARMA off: Bend on the LH bass; KARMA on: bends the Drums up +12
-X (Left)	- - - -	KARMA off: Bend on the LH bass; KARMA on: bends the Drums down -12
+Y (Up)	CC01	Speed of Auto-Wah on e.piano (Lock with SW2); KARMA off: vibrato on LH bass
-Y (Down)	CC02	Dampens the strings of the Bass

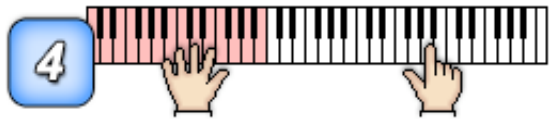
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Drums 2
-X (Left)		Mutes the Flute
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes Drums 1 & DT

Other Controllers	CC#	Function
Switch 1:	- - - -	JS X Lock – use to lock the JS left/right pitch bend on the Drums
Switch 2:	- - - -	Locks the Ribbon and JS+X (speed of Auto-Wah on e.piano)
Ribbon:	CC16	Filter modulation on the Drums and Flute – lock with SW 2
Sustain (Damper):	CC64	Latches the e.piano

Drum Track	
Pattern:	378 Conga Grv 2 [Conga]
Function:	Use to add a conga groove to any scene (off by default)

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min7_9	D 7_9	F MnMj7	C Maj7_9	B Min7_9	E 7_9	G MnMj7	D Maj7_9

016 Double Agent	89 BPM	Hip-Hop	LeadSplits



Left Hand:	E.Piano w/phaser and pad
Right Hand:	Mono Pro Soloist analog lead
Split Points:	B3/C4 - Middle C (C4 = 60)

This combi takes its name from the fact that the same GE (Stagger Bass 1) is used twice – for both the Bass and the Arpeggio Modules, and the fact that the name of the Drum GE has "Spying" in it (don't ask us why!) – hence "Double Agent". The chunky bass sound and synth arpeggio can be heard in Scene 1 playing nearly the same phrase in unison (with some randomizations), while other scenes use the KARMA Parameters to make the phrases alternate empty measures with each other. A solid hip-hop drum groove with the snare running through an amp simulator provides the beat, and a gated synth comprised of 3 different layered sounds rounds out the composition. An E.Piano through a Phaser effect with a soft pad is provided in the LH area, while a beautiful "Pro Soloist" mono lead is provided in the RH area, with fingered portamento.

Special Notes

- Use Real-Time Control Mode Knob 5 to vary the envelopes of the RH analog lead, and Knob 3 to darken it to the left.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Arpeggio	Gated Synth
GE Kronos (KK):	1451 (11/043)	1052 (08/028)	1052 (08/028)	1256 (09/104)
GE Name:	HipHop Spying [All Kits]	Stagger Bass 1	Stagger Bass 1	Analog Pad Gate 1
Category:	Drum	Bass Pattern	Bass Pattern	Gated
RTC Model:	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	DM1 - Drum Melodic 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Arpeggio on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Arpeggio
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x	x		Rhythm Complexity	Varies the rhythm complexity for the Drums, Bass and Arpeggio
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Arpeggio and Gated Synth
Slider 4:				x	Velocity Accents	Varies the level of certain notes in the Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Phrase Cycle Length	Varies the length of the phrase for the Bass
Slider 7:			x		Phrase Cycle Length	Varies the length of the phrase for the Arpeggio
Slider 8:		x	x		Rhythm Multiplier	Multiplies the rhythm of the Bass and Arpeggio by 400% to 50%

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Gated Synth (use w/Knob 2)
Knob 2:				x				Resonance	CC71	Controls resonance the Gated Synth (use w/Knob 1)
Knob 3:						x		Filter EG	CC79	Brightens/darkens the RH synth lead
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release on the RH and LH kbd sounds
Knob 5:						x		Knob Mod. 5	CC17	Envelope modulation on the RH synth lead
Knob 6:				x				Knob Mod. 6	CC19	Modulates the pitch of some of the elements in the Gated Synth
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the feedback and amount of Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Filter LFO modulation on the RH synth lead

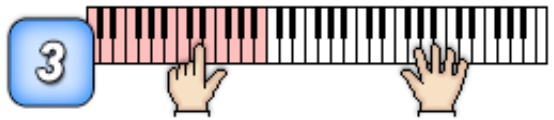
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Arpeggio
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Adds an octave effect to the Arpeggio
Switch 2:	CC81	Switches off the Amp Simulator effect on the snare
Ribbon:	CC16	Brightens/darkens the RH synth lead (and introduces filter modulation) and brightens/darkens the LH synth pad element
Sustain (Damper):	CC64	Latches the LH piano/pad

Drum Track	
Pattern:	375 Triangle 2 [Orig Perc]
Function:	Adds a simple triangle part to any scene – on in Scenes 1, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	F Maj/C	G# Maj/C	C Maj	F Min	A# Maj/F	C# Maj/F	F Maj

017 Immerzion303	145 BPM	Drum n' Bass	MotionSynth



Left Hand:	Full-range motion synth pad
Right Hand:	Full-range motion synth pad
Split Points:	B3/C4 - Middle C (C4 = 60)

"Immerzion303" fully immerses you in a massive ocean of high-energy sonic activity. The entire keyboard is programmed to sound a 5-timbre layered/split synth pad that has plenty of motion to it. To get a true appreciation for its subtleties, try playing the combi with the KARMA function off (which also happens to be a nice synth pad). With the KARMA function turned back on, a split arrangement is provided where notes in the LH area (as shown by Chord Trigger 1) trigger the bass line and drums, and notes in the RH area (as shown by Chord Triggers 2, 3 & 4) trigger the gated synth and arpeggio, as well as the drums. Be sure to hit Chord Trigger 1 & 2 at the same time to get the full groove when checking out the scenes. The eight scenes do not completely follow the simpler to busier convention used in most of this set, simply because some of the variations we came up with are so extreme as to defy placement!

Special Notes

- Try starting with Chord Triggers 2, 3 and 4, which do not start the bass line; then when ready, add the bass line to the mix with Chord Trigger 1.
- Use SW1 with KARMA Off to add some a subtle modulation variation to the Motion Synth Pad.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Arpeggio	Gated Synth
GE Kronos (KK):	1701 (13/037)	1153 (09/001)	0009 (00/009)	1258 (09/106)
GE Name:	Nu Skool 2 [Dance Kits]	Dance 2	Arp Model 10 Up/Dn	Dr. Chopper 1
Category:	Drum	Bass Pattern	Arpeggio	Gated
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Arpeggio on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Arpeggio
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all 4 Modules
Slider 2:		x	x	x	Rhythm Pattern	Selects many different rhythm patterns combinations for the Bass, Arp, and Synth
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Arp and Gated Synth
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Arp and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drum
Slider 6:		x			FX/Ctrl Pattern	Selects one of many filter cutoff modulation patterns for the Bass
Slider 7:			x		Rhythm Multiplier	Varies the rhythm multiplier for the Arpeggio from 50% to 800%
Slider 8:				x	Velocity Pattern	Selects one of many velocity patterns for the Gated Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x							Filter Cutoff	CC74	Brightens/darkens the Drums
Knob 2:		x						Resonance	CC71	Controls resonance on the Bass (use w/Knob 3)
Knob 3:		x						Filter EG	CC79	Brightens/darkens the Bass (use w/Knob 2)
Knob 4:			x					Release	CC72	Shortens/lengthens the release on the Arpeggio notes
Knob 5:	x						x	Knob Mod. 5	CC17	Controls the volume level of the snare – pull down to remove, return to center for default volume.
Knob 6:			x				x	Knob Mod. 6	CC19	Controls the level of the Panning Delay effect on the Arpeggio
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the level of Chorus on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the level of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the motion synth pad
-X (Left)	- - - -	Bend on the motion synth pad
+Y (Up)	CC01	Vibrato on the motion synth pad
-Y (Down)	CC02	Filter and pitch modulation on the Bass (lock w/SW2)

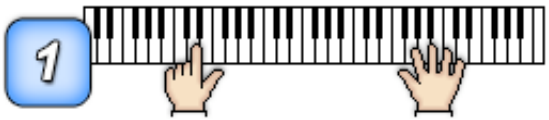
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Arpeggio
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Modulation and octave change on some elements of the motion synth pad (try with KARMA Off)
Switch 2:	- - - -	JS –Y Lock – lock the filter and pitch modulation on the Bass
Ribbon:	CC16	Filter modulation on the motion synth pad
Sustain (Damper):	CC64	Latches the motion synth pad

Drum Track	
Pattern:	390 Hip Bossa Tamb [BrzPerc]
Function:	Adds a simple Tambourine groove through the Phaser Effect to any scene - on in Scenes 1, 4 and 7 through the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Maj	G Min	F Maj	D# Maj	D Maj	C Min7	A# Maj7_9	A 7sus4_9

018 Lucidreams	45 BPM	New Age/Atmospheric	Pads/Vocal



Left Hand:	Low strings, part of full-range pad
Right Hand:	Part of full-range pad
Split Points:	B3/C4 (Middle C) for low strings

This dreamy combi features a massive four-timbre layered pad across the full range of the keyboard, along with a fifth timbre of low strings in the LH area, being controlled by one of KARMA's unique Dual LFO GEs (in Module B). One of the LFOs is sweeping a Stereo Envelope Flanger effect (IFX 1) with a triangle shape, so you can vary the rate, depth, and triggering of it in different scenes, while the other LFO is varying CC11 Expression with a sawtooth shape, being triggered by rhythmic patterns. By setting both the Min and Max levels for this CC11 LFO (Module Control Layer B, Sliders 5 & 6) to lower values, you can mix the level of the pad into the scenes as desired – or even remove it entirely. The scenes provide a variety of mixtures of different levels of activity from the other modules (Udu/Perc, Arpeggio and Bells) – and be sure to check out the shimmering bell glissando effect in Scene 8, along with the reverse-saw fade-in on the pad. Note that you can start everything except the Perc in the RH area (i.e. play a chord and hold it), and then bring in the Percussion with low notes in the LH area.

Special Notes

- Use Sliders 5 & 6 in Module Control Layer B to control the overall level of the pad, and the accents being created by the envelopes.

KARMA Module	A	B	C	D
Instrument:	Perc	Pad	Arpeggio	Bells
GE Kronos (KK):	1952 (15/032)	2024 (15/104)	0564 (04/052)	0004 (00/004)
GE Name:	Udu [Misc Kit]	Dual LFOs-Tri/Tri	Perpetual Random Motion	Arp Model 05 Rand
Category:	Drum	CC	Harmonic (Poly)	Arpeggio
RTC Model:	DP1 - Drum/Perc 1	LF1 - Dual LFOs 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Percussion on and off
Switch 2:		x			Module Run [2]	Turns the Pad (sweeping Dual LFOs) on and off
Switch 3:			x		Module Run [3]	Turns the Arpeggio on and off
Switch 4:				x	Module Run [4]	Turns the Bells on and off
Switch 5:	x				Percussion Pattern	Selects an alternate percussion pattern for the Perc
Switch 6:		x			Rhythm Pattern	When the Pad's Dual LFOs are being triggered by a rhythm, selects a variation
Switch 7:			x		Octave [3]	Changes the octave of the Arpeggio
Switch 8:				x	Octave [4]	Changes the octave of the Bells
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x				Rhythm Multiplier	Varies the rhythmic resolution of the Perc from slow to fast (800% to 50%)
Slider 3:			x	x	Duration Control	Varies the length of notes for the Arpeggio and Bells
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Arpeggio and Bells
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Perc (may have a subtle effect)
Slider 6:	x				Drum/Perc Sound	Transposes the Perc over a range of –24/+24 semitones, selecting different sounds
Slider 7:			x		Bend Length	Varies the length of the bend for the Arp (when Bend is on in Module C's Layer)
Slider 8:				x	Rhythm Multiplier	Varies the rhythmic resolution of the Bells from slow to fast (800 to 50%)

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x			x	x		Filter Cutoff	CC74	Brightens/darkens the full-range pad (use w/Knob 2)
Knob 2:		x			x	x		Resonance	CC71	Controls resonance on the full-range pad (use w/Knob 1)
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Arpeggio (subtle)
Knob 4:		x			x	x		Release	CC72	Lengthens/shortens the release of the full-range pad
Knob 5:			x					Knob Mod. 5	CC17	Envelope mod. on the Arpeggio (shorten/lengthen Release)
Knob 6:				x			x	Knob Mod. 6	CC19	Varies the depth of the Detune effect on the Bells and the full-range pad
Knob 7:	x	x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the full-range pad
-X (Left)	- - - -	Bend on the full-range pad
+Y (Up)	CC01	Vibrato on the Arpeggio and Bells (adds a shimmer)
-Y (Down)	CC02	Filter modulation and resonance on the full-range pad

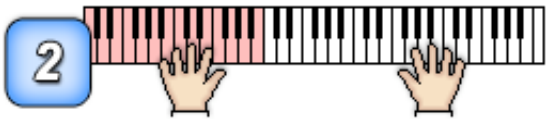
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Arpeggio
-X (Left)		Mutes the Bells
+Y (Up)	CC119	Mutes the full-range Pad
-Y (Down)		Mutes the Percussion & Drum Track

Other Controllers	CC#	Function
Switch 1:	- - - -	JS +Y Lock – locks the vibrato/shimmer on the Arpeggio and Bells
Switch 2:	- - - -	JS –Y & Ribbon Lock – locks the filter modulation and resonance on the full-range pad
Ribbon:	CC16	Filter modulation on the full-range pad
Sustain (Damper):	CC64	Latches the full-range pad

Drum Track	
Pattern:	391 Shakers 1 [BrzPrc]
Function:	Adds a shaker pattern – on in most Scenes through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	F Maj	D# Min7	G# Maj	F# Min7	B Maj	A Min7	D Maj

019 House of Nirvana	122 BPM	House	LeadSplits



Left Hand:	String pad through phaser
Right Hand:	E.Piano/bell/string layer
Split Points:	B3/C4 - Middle C (C4 = 60)

"House of Nirvana" features a serious house beat provided by two drum GEs (the second one providing just cymbals and percussion in some scenes, and full beats in others) that's held up by a simple yet extremely effective sub-octave synth bass line. Both of the drum grooves have Rhythm Multiplier on Switches 5 and 6 in the Master Layer, for putting them in and out of half-time with relationship to each other (used in some scenes). A catchy cyclic synth arpeggio having a mallet sound layered in for an interesting effect weaves through the mix, panning slowly left to right. This combi is meant to be played with single chords or a two-handed chords in the lower two octaves, while the upper octaves provide a combination string pad/electric piano that is augmented by a bell timbre. The scenes provide many interesting variations, building from simple to more intense – with an interesting half-time variation in Scene 2, a breakdown in Scene 1, and a crazed explosion of sound in Scene 8. In fact, it's interesting to switch back and forth between Scene 1 and Scene 8 every 8 beats – try it!

Special Notes

- Real-Time Control Mode Knobs (not KARMA Mode) 1, 2, 4 and 5 provide a great deal of variation on the Arpeggio sound.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Arpeggio
GE Kronos (KK):	1661 (12/125)	1794 (14/002)	1122 (08/098)	0215 (01/087)
GE Name:	House Me [All Kits]	90's Funk [All Kits]	SynBass Line 03	Techno Riff 2
Category:	Drum	Drum	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Arpeggio on and off
Switch 5:	x				Rhythm Multiplier [1]	Multiplies the rhythm of Drums 1 by 200% (half-time)
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of Drums 2 by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Bass
Switch 8:				x	Octave [4]	Changes the octave of the Arpeggio
Slider 1:	x	x		x	Rhythm Swing %	Varies the swing feel for Drums 1, Drums 2 and the Arpeggio
Slider 2:	x	x			Pattern Variation	Selects one of many different patterns for Drums 1 and Drums 2
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Arpeggio
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Arpeggio
Slider 5:	x	x			Alternate Drum Map	Selects one of many alternate mappings for Drums 1 and Drums 2
Slider 6:		x			Pan Pattern	Selects one of many panning patterns (or off) for Drums 2
Slider 7:			x		Phrase Selection	Selects one of four variations in the Bass Phrase
Slider 8:				x	Note Pattern	Selects one of many note patterns for the Arpeggio

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Arpeggio (use w/Knob 2)
Knob 2:				x				Resonance	CC71	Controls resonance for the Arpeggio (use w/Knob 1)
Knob 3:					x	x		Filter EG	CC79	Brightens/darkens the LH/RH string pads
Knob 4:				x				Release	CC72	Lengthens/shortens the release on the Arpeggio
Knob 5:				x				Knob Mod. 5	CC17	Filter/envelope modulation on the Arpeggio
Knob 6:					x	x	x	Knob Mod. 6	CC19	Controls the frequency, depth and speed of the Phaser
Knob 7:				x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the LH pad and RH e.piano/bells
-X (Left)	- - - -	Bend on the LH pad and RH e.piano/bells
+Y (Up)	CC01	Mutes the snare and Drum Track (if on) – lock with SW2
-Y (Down)	CC02	Modulation on the Arpeggio

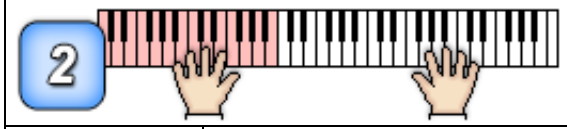
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Arpeggio
-X (Left)		Mutes Cymbals & Drum Track
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Main Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Modulation on most timbres, including the RH string pad (under the piano)
Switch 2:	- - - -	Locks the JS+Y (up) and Ribbon modulation
Ribbon:	CC16	Filter modulation on all KARMA parts
Sustain (Damper):	CC64	Latches the LH pad and RH e.piano/bells

Drum Track	
Pattern:	396 SwingHop 2 [BrzPrc]
Function:	Adds a conga/triangle groove – on in Scenes 4, 6 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min	F Min	E Min	G Min	A Min	F Maj	E Min	D# Min

020 Dark Soul	70 BPM	Film/Soundtrack	Complex&SFX



Left Hand:	Choir/bells/strings/taiko/harp
Right Hand:	Choir/bells
Split Points:	KARMA on: B3/C4 - Middle C (C4 = 60) KARMA off: C3/C#3

Start out "Dark Soul" with Chord Trigger 1, and with a massive drum/gong hit, the chanting choir beckons you towards the light. An ominous taiko cadence backed up by harp, chimes, strings and bells provides a menacing atmosphere; yet, if you listen long enough, this combi actually has the power to lull you into a state of calm. Use the lower three octaves to trigger and control all the KARMA magic. The top two octaves can be used to provide additional choir voices and bell. With KARMA off, a nice bells/strings layer with harp/drum in the lower octave reveals itself. The eight scenes provide a number of alternate "visions", becoming more peaceful towards Scene 1. The Drum Track feature provides an anchoring shaker pattern in all scenes. JS –Y provides talking modulation on the choir – be sure to try moving it slowly from the center all the way down while the long "Aahh" chord plays in the startup scene – monks from hell!

Special Notes

- The frequency of the occurrence of the gong hit and choir "Aah" can be varied using Slider 6 "Phrase Cycle Length".
- JS –Y provides talking modulation on the choir.

KARMA Module	A	B	C	D
Instrument:	Perc-Orch	Choir	Strings	Bells
GE Kronos (KK):	1016 (07/120)	0731 (05/091)	0389 (03/005)	0232 (01/104)
GE Name:	G. Strum (random)	Periodic Chords	Orch.Movement	Atonal 2
Category:	Pick	Chord Rhythmic	Harmonic (Poly)	Melodic
RTC Model:	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Perc-Orch (harp & taiko) on and off
Switch 2:		x			Module Run [2]	Turns the Choir (choir, bells, gong) on and off
Switch 3:			x		Module Run [3]	Turns the Strings on and off
Switch 4:				x	Module Run [4]	Turns the Bells on and off
Switch 5:	x				Octave [1]	Changes the octave of the Perc-Orch (harp & taiko)
Switch 6:		x			Octave [2]	Changes the octave of the Choir (choir, bells, gong)
Switch 7:			x		Octave [3]	Changes the octave of the Strings
Switch 8:				x	Octave [4]	Changes the octave of the Bells
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x			x	Rhythm Complexity	Varies the rhythmic complexity for the Perc-Orch and Bells
Slider 3:	x	x	x	x	Duration Control	Varies the length of notes for all four Modules
Slider 4:	x	x	x	x	Velocity Accents	Varies the level of certain notes for all four Modules
Slider 5:	x				Time Signature	Varies the time signature of the Perc-Orch from 1/4 to 8/4
Slider 6:		x			Phrase Cycle Length	Varies how often the Choir and Gong sound, from 1 beat to 16 beats
Slider 7:		x			Velocity Level	Controls the overall volume of the Choir and Gong
Slider 8:		x			Note Voicing	Varies the voicing spread of the Choir

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x							Filter Cutoff	CC74	Brightens/darkens the Perc-Orch (harp/taiko) – use w/Knob 2
Knob 2:	x							Resonance	CC71	Controls resonance on the Perc-Orch – use w/Knob 1
Knob 3:		x	x					Filter EG	CC79	Brightens/darkens the Gong and Strings
Knob 4:		x						Release	CC72	Shortens/lengthens the release on the Choir
Knob 5:				x				F/A Decay	CC75	Modulates the decay time for the Bells
Knob 6:			x					Knob Mod. 6	CC19	Introduces a subtle tremolo effect on the Strings towards max
Knob 7:	x	x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the level of Chorus on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the level of BPM Delay on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on just about everything
-X (Left)	- - - -	Bend on just about everything
+Y (Up)	CC01	Vibrato on the Choir
-Y (Down)	CC02	Talking modulation on the Choir – move it down during the long chord

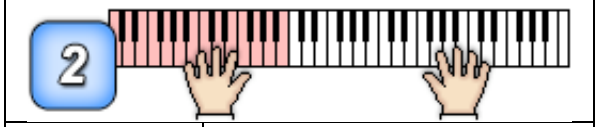
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Bells
-X (Left)		Mutes the Strings
+Y (Up)	CC119	Mutes the Choir
-Y (Down)		Mutes the Harp and Taiko

Other Controllers	CC#	Function
Switch 1:	CC80	Removes the taiko drum and changes the pitch shift effect on the harp and bells
Switch 2:	CC81	Increases the depth of the Chorus for an eerie effect
Ribbon:	CC16	Filter modulation on the gong sound that happens on the downbeat
Sustain (Damper):	CC64	Latches the strings and bells – mainly for use when KARMA is off

Drum Track	
Pattern:	372 Shakers 2 [Orig Perc]
Function:	Provides a subtle anchoring shaker pattern throughout all scenes

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min	E Min	C# Min	A# Min	G# Min	F Min	D Min	B Min

021 The Serpent	115 BPM	Drum n' Bass	BassSplits



Left Hand:	KARMA on: Pad KARMA off: Bass
Right Hand:	Synth pad
Split Points:	B3/C4 - Middle C (C4 = 60)

Two distinct drum modules, triggered via the lower 2 octaves, give "The Serpent" a unique beat that sits somewhere between techno and drum n' bass. (Note: To isolate the drums, turn off Modules C & D from the KARMA mode of the control surface – see if you can hear the "rattle" of the serpent's tail.) The LH area also triggers a driving synth bass (layered with a mallety Balaphone for an exotic feel), as well as a gated synth pad. The upper three octaves of the keyboard will sound a dreamy resonant filtered lead motion synth pad. RT Knob 5 provides an interesting "clamping down" effect on the KARMA parts towards the left. You can also increase the amount of Flanger on the final mix using RT Knob 6, and the Random Filter by using RT Knob 7. The 8 scenes provide an increasing level of complexity, from minimal activity in Scene 1 to a frenetic drum breakdown in Scene 8 – in fact, it's interesting to switch between either end of the extreme.

Special Notes

- Try JS –Y on the RH synth pad with KARMA off for some interesting "intro" effects; JS –Y and the Ribbon can be locked with SW 2.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Gated Synth
GE Kronos (KK):	1600 (12/064)	1519 (11/111)	1225 (09/073)	1274 (09/122)
GE Name:	Drum'n'Bass 22 [Dance Kits]	Bangin DnB [Dance Kits]	SynBass Line 10	Classic Click
Category:	Drum	Drum	Bass Pattern	Gated
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:					Octave [3]	Changes the octave on the Bass
Switch 6:		x			Bend Envelope On/Off	Activates a pitch bend envelope on Drums 1
Switch 7:			x		Bend Arpeggiation On	Activates arpeggiated pitch bending on Drums 2
Switch 8:				x	Octave [4]	Changes the octave on the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:			x	x	Rhythm Pattern	Selects one of many different rhythm patterns for the Bass and Gated Synth
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and the Gated Synth
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Gated Synth
Slider 5:			x		Note Pattern	Selects one of 8 pattern variations for the Bass (voicing)
Slider 6:	x	x			Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 7:	x				Rhythm Complexity	Varies the rhythm complexity for Drums 1
Slider 8:				x	FX/Ctrl Env. On/Off	Activates a filter modulation envelope on the Gated Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Gated Synth (use w/ Knob 2)
Knob 2:				x				Resonance	CC71	Controls resonance for the Gated Synth (use w/ Knob 1)
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Bass
Knob 4:						x		Release	CC72	Shortens/lengthens the release time for the RH synth pad
Knob 5:	x	x	x	x				F/A Decay	CC75	Controls filter and amplitude decay on all KARMA parts
Knob 6:	x	x	x	x	x	x	x	Knob Mod. 6	CC19	Controls amount of Flanger on the overall mix
Knob 7:				x		x	x	Knob Mod. 7	CC20	Controls amount of Stereo Random Filter on the overall mix
Knob 8:			x	x		x	x	Knob Mod. 8	CC21	Controls amount of Delay on Gated Synth and mallet element of the Bass

Joystick	CC#	Function
+X (Right)	- - - -	Bend on Bass when KARMA off Bend on RH synth when KARMA on
-X (Left)	- - - -	Bend on Bass when KARMA off Bend on RH synth when KARMA on
+Y (Up)	CC01	Vibrato on RH synth pad
-Y (Down)	CC02	Pitch and filter modulation on RH synth pad

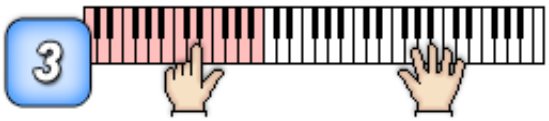
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Drums 2 & Drum Track
-X (Left)		Mutes the Gated Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes Drums 1

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch/filter modulation on the Drums; modulation and change octave of one Bass oscillator
Switch 2:	- - - -	JS –Y and Ribbon Lock
Ribbon:	CC16	Filter modulation on RH synth pad and LH bass when KARMA is off; filter modulation on Drums and Bass when KARMA is on
Sustain (Damper):	CC64	Latches the LH & RH synth pads

Drum Track	
Pattern:	374: Triangle 1 [Orig Perc]
Function:	Off by default – use to add a triangle part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	E Min	G Min	D Min	F Min	C Min	D Min	E Maj

022 eXtasy	92 BPM	Hip-Hop	BassSplits



Left Hand:	Acoustic bass
Right Hand:	E.Piano layer with Auto-Wah
Split Points:	B3/C4 - Middle C (C4 = 60)

"eXtasy" offers a sine wave lead that forever slides around in the upper octaves as a mellow hip-hop beat kicks out the rhythm below. The Stereo Gate effect (IFX4) is applied to the synth lead in order to provide short breaks in the lead line. To remove this effect, use SW2 over the joystick. The upper three octaves of the keyboard control the input notes to the lead synth. These keys also trigger a soft synth pad riff as well as allow you to play an "auto-wah" electric piano layer. Both of these are controlled with the "SmartScan" feature, so it takes 3 notes or more to cause a change in the chord. Use the lower two octaves to manually play bass lines using the acoustic bass (which also triggers the Drums & Hits). Each scene is punctuated by different vocal sighs, moans, and phrases etc. generated by Module B (Hits), and a variety of different syncopated drum grooves and synth lead variations are provided, starting with very simple in Scene 1 and ending with heavy bending drums in Scene 8.

Special Notes

- To hear more of KARMA, turn Real-Time Control Mode Knob 3 all the way up to create a fade-in effect on the RH Piano sound, then try the pads again.

KARMA Module	A	B	C	D
Instrument:	Drums	Hits	Strings	Synth Lead
GE Kronos (KK):	1427 (11/019)	1435 (11/027)	0440 (03/056)	1006 (07/110)
GE Name:	HipHop 28 [All Kits]	HipHop 36 [Dance Kits]	Astral Pad 2	Express Gtr 3
Category:	Drum	Drum	Harmonic (Poly)	Pick
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Vocal Hits on and off
Switch 3:			x		Module Run [3]	Turns the Strings on and off
Switch 4:				x	Module Run [4]	Turns the Synth Lead on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Rhythm Multiplier	Multiplies the rhythm of the Vocal Hits by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Strings
Switch 8:				x	Octave [4]	Changes the octave of the Synth Lead
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all 4 Modules
Slider 2:	x	x			Rhythm Complexity	Varies the random rhythm complexity for the Drums and Vocal Hits
Slider 3:			x	x	Duration Control	Varies the length of notes for the Strings and Synth Lead
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Strings and Synth Lead
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Note Transpose	Transposes the Vocal Hits, allowing different vocal samples to be played
Slider 7:			x		Note Voicing	Varies the chord voicing on the Strings
Slider 8:			x		Cluster Randomize	Varies the occurrence of clusters (chords) in the phrase for the Strings

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x						Filter Cutoff	CC74	Brightens/darkens the Drums and Vocal Hits (use w/Knob 2)
Knob 2:	x	x						Resonance	CC71	Controls resonance for the Drums and Vocal Hits (use w/Knob 1)
Knob 3:						x		Filter EG	CC79	Creates a fade-in on RH piano sound (in the upwards direction)
Knob 4:						x		Release	CC72	Lengthens/shortens the release on the RH piano
Knob 5:		x						Knob Mod. 5	CC17	Pitch shifting on the Vocal Hits
Knob 6:						x	x	Knob Mod. 6	CC19	Turn down to remove the Auto-Wah on the RH piano
Knob 7:		x	x	x			x	Knob Mod. 7	CC20	Controls the feedback and amount of Delay on the overall mix
Knob 8:			x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the LH bass
-X (Left)	- - - -	Bend on the LH bass
+Y (Up)	CC01	Vibrato on the LH bass
-Y (Down)	CC02	Filter modulation on the Strings and RH piano

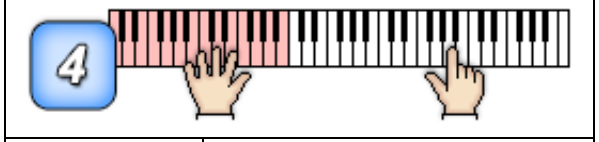
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Strings
-X (Left)		Mutes the Synth Lead
+Y (Up)	CC119	Mutes the Vocal Hits
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Raises one of the oscillators in the Strings a 5th – try it with KARMA Off
Switch 2:	CC81	Turns off the Stereo Gate effect on the Synth Lead, allowing it to play all the time
Ribbon:	CC16	Filter modulation on the Strings (try also with KARMA Off)
Sustain (Damper):	CC64	Latches the RH e. piano (but not the String layer)

Drum Track	
Pattern:	375 Triangle 2 [Orig Perc]
Function:	Adds a simple triangle part to any scene – on in Scenes 3, 5 and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min7	G# Maj6_9	C# Maj7_9	F# Maj7_9	F Maj7_9	C# Maj7_9	A# Min7_9	D# 7_9

023 Lovetrance	131 BPM	Trance	LeadSplits



Left Hand:	Vocoder synth pad
Right Hand:	Mono trance lead
Split Points:	B3/C4 - Middle C (C4 = 60)

A hypnotic and vaguely ethnic-sounding picked 16th note line weaves through a throbbing synth bass and drum groove punctuated with synth stabs alternating left and right, while the LH area provides a somewhat vocoder-like wave-sequence motion synth through a phaser and the RH provides a mono trance lead – all joining together to welcome you into the "Lovetrance". Use Real-Time Control Mode Knob 6 to bring the "noise" of the LH Vocoder Pad down in the mix. The eight Scenes provide a wide variety of completely different variations, from the open breakdown in Scene 1 to the arpeggiated pitch bend buzzing drums in Scene 8. Scene 3 provides an interesting half-time variation, while Scene 2 provides an interesting syncopated variation.

Special Notes

- The Drum Track is used to add additional percussion and hi-hats in Scenes 2, 4 and 7 thru the use of the Drum Track Run checkboxes in the Scene Matrix page.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Picking	Synth 1
GE Kronos (KK):	1776 (13/112)	2104 (16/056)	1021 (07/125)	0639 (04/127)
GE Name:	Trance Club [Dance Kits]	Trance Bass Riff	Moody Gtr Score	5Tone Trance 1
Category:	Drum	Bass Pattern	Pick	Chord Rhythmic
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Picking on and off
Switch 4:				x	Module Run [4]	Turns the Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Picking
Switch 8:				x	Octave [4]	Changes the octave of the Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x				Rhythm Complexity	Varies the rhythmic activity of the Drums from simpler to busier
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Picking and Synth
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Picking and Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Rhythm Multiplier	Multiplies the Rhythm of the Bass from 50% to 200% (center = 100%)
Slider 7:		x			Note Pattern	Selects one of many different note patterns for the Bass
Slider 8:				x	Note Pattern	Selects one of many different note patterns for the Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:					x			Filter Cutoff	CC74	Brightens/darkens the LH vocoder synth (use w/ Knob 2)
Knob 2:					x			Resonance	CC71	Controls resonance on the LH vocoder synth (use w/Knob 1)
Knob 3:		x	x	x				Filter EG	CC79	Brightens/darkens the Bass, Picking, and Synth parts
Knob 4:					x	x		Release	CC72	Shortens/lengthens the release on the LH and RH kbd sounds
Knob 5:		x	x					Knob Mod. 5	CC17	Envelope modulation (tighten/lengthen) on the Bass and Picking
Knob 6:					x			F/A Decay	CC75	Controls the decay of envelopes for the LH vocoder pad
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of BPM Mod Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch mod on Drums and Synth, filter mod on Bass – lock w/SW2

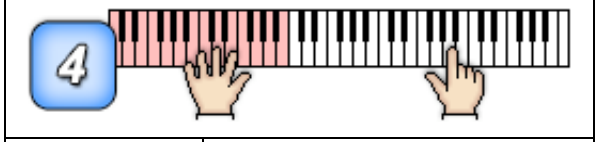
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Picking
-X (Left)		Mutes the Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Tightens the Drum envelopes, filter mod on Bass
Switch 2:	- - - -	JS –Y & Ribbon Lock – locks the position of the JS –Y and Ribbon when set to on
Ribbon:	CC16	Filter modulation on the LH vocoder pad, Drums and Synth (brighten/darken) – lock with SW 2
Sustain (Damper):	CC64	Latches the LH vocoder pad

Drum Track	
Pattern:	429 Techno Trance11 [Trance]
Function:	Adds congas, claps and more hi-hats – on in Scenes 2, 4 and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	E Min	A Min	B Min	C Maj	C# Min	G# Min	A Maj	B Maj

024 Indian Guitar Jam	103 BPM	World/Ethnic	Guitar/Plucked



Left Hand:	Ethnic vocal pad
Right Hand:	Distorted guitar lead (mono)
Split Points:	B3/C4 - Middle C (C4 = 60)

This ethnic extravaganza marries the world-music sounds of sitar (supported with a sub-octave bass), tablas, and chiffy flutes (the "Indian" part of the title) with a heavy drum groove and fantastically playable distorted synth guitar lead in the RH (mono with legato retriggering), hence the "Guitar Jam" part of the title. A vocal pad with an ethnic element is played by the LH (the ethnic element can be removed with Real-Time Control Mode Knob 6 at maximum), additionally providing chord input to KARMA. The scenes range from a simple drone in Scene 1 to a full-on frontal assault of drums and ethnic percussion in Scene 8, with a whole range of different variations in between to solo on top of.

Special Notes

- Try starting with Scene 1 (the simple drone), building a solo on that, then switching to Scene 4 (brings in the drums in half-time) for a while, then moving to Scene 6 or 7.

KARMA Module	A	B	C	D
Instrument:	Drums	Tablas	Sitar	Flute
GE Kronos (KK):	1616 (12/080)	1944 (15/024)	1210 (09/058)	0296 (02/040)
GE Name:	Electro Beat [Dance Kits]	Tablas 5 [Orch&Ethnic Kit]	Shaman	Syn Santur
Category:	Drum	Drum	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Tablas/Perc on and off
Switch 3:			x		Module Run [3]	Turns the Sitar on and off
Switch 4:				x	Module Run [4]	Turns the Flute on and off
Switch 5:	x		x		Rhythm Multiplier [1]	Multiplies the rhythm of the Drums by 200%, and changes the time sig. on the Bass
Switch 6:		x			Rhythm Multiplier [2]	Multiplies the rhythm of the Tablas by 400% (quarter-time)
Switch 7:			x		Octave [3]	Changes the octave of the Sitar
Switch 8:				x	Octave [4]	Changes the octave of the Flute
Slider 1:	x	x	x		Rhythm Swing %	Varies the swing feel for the Drums, Tablas, and Sitar
Slider 2:	x				Pan Pattern	Selects one of many different panning patterns for the Drums
Slider 3:			x	x	Duration Control	Varies the length of notes for the Sitar and Flute
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Sitar and Flute
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Drum/Perc Sound	Varies the transposition of the Tablas for many different Percussion Sounds
Slider 7:			x		Note Pattern	Selects one of many different note patterns for the Sitar
Slider 8:				x	Velocity Level	Varies the overall velocity level of the Flute

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x	x						Filter Cutoff	CC74	Brightens/darkens the Drums and Tablas
Knob 2:			x					Resonance	CC71	Controls resonance for the Sitar (use w/Knob 3)
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Sitar (Use w/Knob 2)
Knob 4:					x			Release	CC72	Lengthens/shortens the release on the LH vocal pad
Knob 5:				x				Knob Mod. 5	CC17	Pitch modulation on one of the Flute elements
Knob 6:					x			Knob Mod. 6	CC19	Controls the level of the ethnic element in the LH pad (right = off)
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH lead guitar
-X (Left)	- - - -	Bend on the RH lead guitar
+Y (Up)	CC01	Vibrato on the RH lead guitar
-Y (Down)	CC02	Pitch modulation on the Tablas

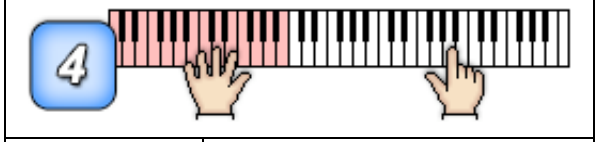
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Sitar
-X (Left)		Mutes the Flute
+Y (Up)	CC119	Mutes the Tablas & Drum Track
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Adds a tremolo effect to the RH lead guitar
Switch 2:	CC81	Removes the chiffy attack from the Flute sound
Ribbon:	CC16	Bend effects on the RH lead guitar
Sustain (Damper):	CC64	Latches the LH vocal pad

Drum Track	
Pattern:	374 Triangle 1 [Orig Perc]
Function:	Off by default – use to add a simple triangle part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Sus4_9	D Min	A Min	G Maj	A# Maj6	C Maj6	D Maj	A Sus4

025 Trance Collective	138 BPM	Trance/Dance	LeadSplits



Left Hand:	Synth pad through Stereo Filter
Right Hand:	Mono octave trance lead
Split Points:	B3/C4 - Middle C (C4 = 60)

A signature synth riff/arpeggio (Module C) pans left to right on top of a simple backbeat synth bass, a solid trance drum groove, and some comping synth keys. The LH area provides a nice synth pad through a Stereo Random Filter effect, while the RH provides a mono octave trance/rave lead synth for soloing. The Drum Track feature is used in four of the scenes to add some industrial sounds to the drum groove, through the use of the DT Run buttons on the Scene Matrix page. The eight scenes provide a wide variety of different grooves for song building, from the simple breakdown of Scene 1 to the wide-open wildness of the pitch-bending drums and synth stabs in Scene 8. Move your finger slowly left to right on the Ribbon to modulate the filter of the bass – and it can be locked with SW2 over the JS.

Special Notes

- Use Real-Time Control Mode Knob 6 to the right to add Pitch EG to the LH synth sound for an intro effect.
- Try KARMA Switches 5 and 6 (Rhythm Multipliers) for some quick and easy variations to the scenes.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Arpeggio	Keys
GE Kronos (KK):	1775 (13/111)	1059 (08/035)	0641 (05/001)	0738 (05/098)
GE Name:	Trance 5 [Dance Kits]	Back Beat Bass	5tone Trance 3	Poly arp 1
Category:	Drum	Bass Pattern	Chord Rhythmic	Chord Rhythmic
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Arpeggio on and off
Switch 4:				x	Module Run [4]	Turns the Keys on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:			x	x	Rhythm Multiplier	Multiplies the rhythm of the Arpeggio and Keys by 200% (half-time)
Switch 7:			x		Octave [3]	Changes the octave of the Arpeggio
Switch 8:				x	Octave [4]	Changes the octave of the Keys
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x		x	Rhythm Pattern	Selects different rhythm patterns for the Drums, Bass and Keys
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Arpeggio and Keys
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Arpeggio and Keys
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Velocity Accents	Varies the level of certain notes for the Bass
Slider 7:			x		Note Pattern	Selects one of many note patterns for the Arpeggio
Slider 8:				x	Note Pattern	Selects one of many note patterns for the Keys

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x		x					Filter Cutoff	CC74	Brightens/darkens the Drums and Arpeggio
Knob 2:		x						Resonance	CC71	Controls resonance for the Bass – use w/ Knob 3
Knob 3:		x						Filter EG	CC79	Brightens/darkens the Bass – use w/ Knob 2
Knob 4:					x	x		Release	CC72	Shortens/lengthens the release of the LH pad and RH synth lead
Knob 5:	x	x	x					F/A Decay	CC75	Shortens/lengthens the F/A Decay on the Drums, Bass and Arp
Knob 6:					x			Knob Mod. 6	CC19	In the left direction, adds Pitch EG to the LH synth pad
Knob 7:	x		x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch modulation on the Drums – lock w/ SW2

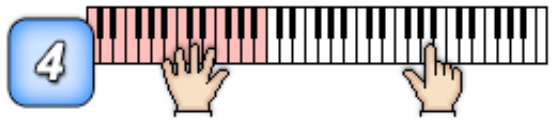
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Keys
-X (Left)		Mutes the Arpeggio
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Octave pitch modulation on the Bass and Arpeggio
Switch 2:	CC81	JS –Y & Ribbon Lock – lock the pitch mod on the Drums and the filter mod on the Bass
Ribbon:	CC16	Filter modulation on the Bass – lock w/ SW2
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	668 Junglib 3 [Ind/voc]
Function:	Adds a metallic industrial drum groove to any scene – on in Scenes 2, 4 and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min	G Min/D	C Maj	A Min	A# Sus2	G Min	C Sus2	A Maj

026 3 AM	92 BPM	R n' B/Funk	LeadSplits



Left Hand:	Motion synth pad
Right Hand:	Mono synth lead w/chorus
Split Points:	B3/C4 - Middle C (C4 = 60)

Strange things can happen at 3 AM – like this combi. A very randomized bass line consisting of a layered synth bass and slap bass through a Phaser improvises on top of a solid R n' B Drum groove, with a comping synth playing fat clusters of notes on two synth timbres spread slightly left and right. A simple sine-wave arpeggio playing random notes fades in and out of the mix over periods of time courtesy of the Doppler insert effect (minus the pitch shifting part) – the Doppler can be deactivated by turning SW1 On. An expressive chorused synth lead slightly reminiscent of Steve Winwood is provided in the RH area, while the LH plays an atmospheric motion pad in addition to providing input to KARMA.

Special Notes

- Timbre 11 is muted on purpose and is actually being used to retrigger the Doppler effect from the beginning when a LH chord is played.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Arpeggio	Gated Synth
GE Kronos (KK):	1722 (13/058)	1128 (08/104)	0004 (00/004)	0410 (03/026)
GE Name:	R'n'B 10 [All Kits]	Techno Riff 02	Arp Model 05 Rand	Slice of Life
Category:	Drum	Bass Pattern	Arpeggio	Harmonic (Poly)
RTC Model:	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules A	B	C	D	Name	Function
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Arpeggio on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Arpeggio
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x		x	Rhythm Complexity	Varies the rhythmic complexity on the Drums, Bass and Gated Synth
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Arpeggio and Gated Synth
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Arpeggio and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Rhythm Randomize	Varies the rhythmic randomization of the Bass from min to max
Slider 7:			x		Rhythm Multiplier	Multiplies the rhythm of the Arpeggio from 800% to 25%
Slider 8:				x	FX/Ctrl Fixed/Pattrn	Activates a CC#16 filter mod pattern at max, or sends a CC#16 value for the G.Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Gated Synth – use w/Knob 2
Knob 2:				x				Resonance	CC71	Controls resonance for the Gated Synth – use w/Knob 1
Knob 3:						x		Filter EG	CC79	Brightens/darkens the RH synth lead
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release for the RH and LH kbd sounds
Knob 5:		x						Knob Mod. 5	CC17	Envelope modulation on the Bass
Knob 6:	x							F/A Decay	CC75	Tightens up the decay on the Drums in the left direction
Knob 7:			x	x			x	Knob Mod. 7	CC20	Controls the amount of Delay on the mix
Knob 8:	x		x	x			x	Knob Mod. 8	CC21	Controls the amount of Reverb on the mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch mod on the Drums and tightens up the Bass notes – use w/SW2

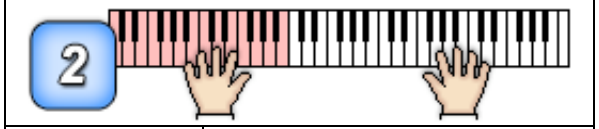
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Arpeggio
-X (Left)		Mutes the Gated Synth
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Removes the Doppler effect that is fading the Arpeggio in and out
Switch 2:	- - - -	JS –Y Lock – use to lock the modulations of the Bass and Drums
Ribbon:	CC16	Modulates the tone of the RH synth lead
Sustain (Damper):	CC64	Latches the LH motion synth pad

Drum Track	
Pattern:	396 SwingHop 2 [BrzPrc]
Function:	Adds an additional percussion part (triangles, tamb, congas) – on in Scenes 2, 5, 6, and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min	A# Maj	G# Maj	G Min	F Min	D# Maj	D Min	C# Maj

027 Yellow Frog	157 BPM	Drum n' Bass	BassSplits



Left Hand:	KARMA on: Input notes only KARMA off: Bass
Right Hand:	KARMA on: Layered pad/hits KARMA off: Pad
Split Points:	B3/C4 - Middle C (C4 = 60)

"Yellow Frog" is a high-energy drum'n'bass combi that gets its name from the cricket-like sound of the ambient SFX in Module D, its intensity from a "cycling" bass line, and its lushness from the fat hits and motion synth pads. On the lower two octaves, you'll trigger the drums, bass, and background effects. On the upper octaves, you'll hear a very fat combination hit/synth pad - you'll also trigger a gated synth that will kick in if you hold the key(s) down for at least eight beats (the Trigger > Delay Start setting for Module C is set to two whole notes, or eight beats). To latch the gated synth (so that it will play after you release the keys), turn on Master Layer SW 8 "Note Latch On/Off" (as it is in most of the other scenes). Scenes 1, 2 and 3 provide some interesting insectile noise and build up to bringing in the full groove variations with the later scenes. When changing to other scenes from the startup, be sure to trigger the pads again so that you will trigger the Gated Synth Module and get the full effect.

Special Notes

- To remove the "hit" sound for a pure pad effect, move RT Knob 5 to the bottom, then all the way back to the top to restore it.
- Hold down the RH notes or Chord Triggers at least 8 beats to bring in the Gated Synth in the startup scene (SW 8 is off).

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Gated Synth	Sound FX
GE Kronos (KK):	1607 (12/071)	1043 (08/019)	1270 (09/118)	1076 (08/052)
GE Name:	Drum'n'Bass 29 [Dance Kits]	Cycling 16ths 1	Abbesque	E.BassLine 01
Category:	Drum	Bass Pattern	Gated	Bass Pattern
RTC Model:	DP1 - Drum/Perc 1	BL1 - Bass/Lead 1	GC1 - Gated CCs 1	BL1 - Bass/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Gated Synth on and off
Switch 4:				x	Module Run [4]	Turns the SFX on and off
Switch 5:		x			Octave [2]	Changes the octave of the Bass
Switch 6:			x		Octave [3]	Changes the octave of the Gated Synth
Switch 7:			x		Pattern Select	Selects one of two different patterns for the Gated Synth – alternating or not
Switch 8:			x		Note Latch On/Off	When off, you have to hold the Chord Triggers or kbd to hear the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x				Rhythm Complexity	Varies the rhythmic complexity and activity for the Drums
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Gated Synth and SFX
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Gated Synth and SFX
Slider 5:	x				Drum/Perc Sound	Changes the entire Drum Pattern to one of many different percussion patterns
Slider 6:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 7:			x		Note Inversion	Varies the chord inversion for the Gated Synth
Slider 8:		x			Bend Length	Changes the length of the bend effect when bending is used for the Bass

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:						x		Filter Cutoff	CC74	Brightens/darkens the RH synth pad – use with Knob 2
Knob 2:						x		Resonance	CC71	Controls the amount of resonance on the RH pad – use w/Knob 1
Knob 3:		x						Filter EG	CC79	Modulates Filter Envelope applied to the Bass; at right, remove low octave
Knob 4:						x		Release	CC72	Controls the length of the release for the RH synth pad
Knob 5:						x		Volume	CC07	Controls the level of the Hit sound – return to top for default
Knob 6:	x	x						F/A Decay	CC75	Tightens up or extends the amound of F/A Decay on the Bass and Drums
Knob 7:	x	x					x	Knob Mod. 7	CC20	Controls the amount of the Phaser Effect on Bass and Hi-Hats
Knob 8:	x		x	x		x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the Drums (lock w/ SW2) & LH bass (KARMA off)
-X (Left)	- - - -	Bend on the Drums (lock w/ SW2) & LH bass (KARMA off)
+Y (Up)	CC01	Vibrato on the LH bass (KARMA off)
-Y (Down)	CC02	Filter modulation on the RH pad (mainly when off)

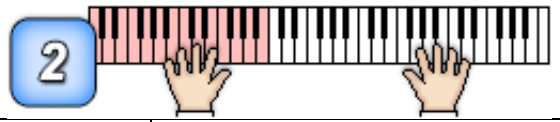
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the SFX
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Subtle modulation on the RH synth pad when KARMA is off
Switch 2:	- - - -	JS X Lock – use to lock the pitch bend on the KARMA Drums for awhile, then release
Ribbon:	CC16	Filter modulation on the Drums, Bass, and Gated Synth
Sustain (Damper):	CC64	Latches the RH pad and Hits

Drum Track	
Pattern:	367 Clave [Orig Perc]
Function:	Adds a simple clave part to any scene – on in Scenes 1, 4, 5, 7 and 8 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A 7sus4	G 7sus4	C 7sus4	A# 7sus4	D# 7sus4	C# 7sus4	F# 7sus4	E 7sus4

028 Ionasphere	114 BPM	Electro	BassSplits



Left Hand:	KARMA on: Lower part of vocoder pad KARMA off: Synth bass
Right Hand:	KARMA on: Upper part of vocoder pad KARMA off: Vocal pad
Split Points:	B3/C4 - Middle C (C4 = 60) Bass & Drums: LH Gated Synth/Arp & Guitar: RH

"Ionasphere" combines a trance-like resonant bass & "vocoded" synth with a clean-sounding Old Skool Techno beat. In addition, an electric guitar strum or riff enhances the rhythm. The main attraction is the unique synth pad courtesy of the Vocoder (IFX2) effect. An arpeggiated GE (Module C) is sent into the Vocoder as a modulator (and also doubled by timbre 9), while a choir pad is used as the carrier. So, as you hear the arpeggiated synth line bouncing around, it also generates the vocoded pulses from the choir pad (solo Timbres 1 & 2 to hear just the vocoder effect). The Vocoder Pad is assigned to the keyboard full-range, and meant to be played with two-handed chords (such as those assigned to the Chord Triggers), but the input to the Vocoder Modulator only comes from the RH area. By using Real-time Knob 5, you can control the mix level of the Vocoder. Turn it up for its full effect and all the way down to remove it completely. While trying out the scenes, be sure to hold a Chord Trigger or chord on the keyboard, or you'll miss the Vocoder variations.

The drums & bass are triggered on the lower 2 octaves while the guitar & vocoded synth/arp are triggered on the upper 3 octaves. You can trigger the right and left hands separately when starting from a reset of the KARMA On/Off Switch – try starting with just the RH. Note that since you'll also be playing the synth on the upper octaves, you may end up with the guitar being out-of-sync with the drums & bass depending on the rhythm you play. In that case, just play the kayboard on the beat to bring it back in sync.

Special Notes

- Try starting a performance with just a right hand chord, then bringing in the drums & bass later with a left hand chord or the Chord Triggers.
- JS –Y provides a fifths pitch modulation of the bass line.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Gated Synth/Arp	Guitar
GE Kronos (KK):	1707 (13/043)	1251 (09/099)	0256 (02/000)	0900 (07/004)
GE Name:	Old Skool Elec 1 [Dance Kits]	Trance Bass 2	Flip Blip	ElecGtr Strum
Category:	Drum	Bass Pattern	Melodic	Strumming
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1	GV1 - Gated Vel/Pat 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Gated Synth/Arp on and off
Switch 4:				x	Module Run [4]	Turns the Guitar on and off
Switch 5:		x			Octave [2]	Changes the octave of the Bass
Switch 6:			x		Octave [3]	Changes the octave of the Gated Synth/Arp
Switch 7:				x	Octave [4]	Changes the octave of the Guitar
Switch 8:				x	Transpose Pattern	Adds an alternating octave transpose to the Guitar pattern

Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules (Module C setting range is different)
Slider 2:		x		x	Rhythm Pattern	Selects one of many different rhythm patterns for the Bass and Guitar
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Gated Synth/Arp and Guitar
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Gated Synth/Arp and Guitar
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Pan Pattern	Selects one of many pan patterns for the Bass (0 = off)
Slider 7:				x	Cluster Pattern	Selects one of many different note and rhythmic patterns for the Guitar
Slider 8:				x	Time Signature	Varies the time signature for the Guitar from 2/4 to 8/4 (center = 4/4)

RT Control	Modules				Keyboard		IFX/	Controller	CC#	Function
Knobs	A	B	C	D	LH	RH	MFX			
Knob 1:		x						Filter Cutoff	CC74	Controls filter cutoff on the Bass – use with Knob 2
Knob 2:		x						Resonance	CC71	Controls resonance on the Bass – use with Knob 1
Knob 3:		x						Filter EG	CC79	Affects the resonant S&H element of the Bass – turn up to remove
Knob 4:			x			x		Release	CC72	Lengthens/shortens the release of the RH pad
Knob 5:			x				x	Knob Mod. 5	CC17	Controls the vocoder level on the Gated Synth
Knob 6:				x				Knob Mod. 6	CC19	Lengthens/shortens the decay of the Arp on the Gated Synth
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the level of Delay on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the level of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the Drums (lock w/SW2)
-X (Left)	- - - -	Bend on the Drums (lock w/SW2)
+Y (Up)	CC01	Vibrato on the RH vocoder/vocal pad
-Y (Down)	CC02	Pitch modulation on Bass

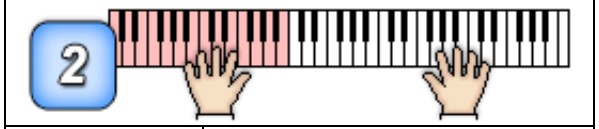
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Guitar
-X (Left)		Mutes the Gated Synth/Arp
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Pitch and filter modulation of the Bass timbres – switch in to greatly emphasize the bass line
Switch 2:	- - - -	JS X & Ribbon Lock – locks the left/right pitch bend of the drums, and the filter modulation of the ribbon
Ribbon:	CC16	Filter modulation on the Drums (KARMA on); modulation on the RH vocal pad (KARMA off) – lock with SW2
Sustain (Damper):	CC64	Latches the vocoder pad (KARMA on) or the RH vocal pad (KARMA off)

Drum Track	
Pattern:	408: World Grv 8 [BrzPrc]
Function:	Adds a shaker/triangle groove to any scene – on in Scenes 4 and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	C Min	F Min7_11	G# Maj6_9	G 7sus4_9	A 7sus4_9	D Min7	F Maj7_9	G Maj9

029 Bellzabub	91 BPM	Hip-Hop	LeadSplits



Left Hand:	Synth pad
Right Hand:	Polyphonic bell/string lead
Split Points:	B3/C4 - Middle C (C4 = 60)

A crystalline layered bell sound with strings in the RH area combined with a funky hip-hop beat with a trashy snare and dark plodding bass line give this combi its name, while a plucky muted guitar line pans around the mix to contribute to the funkiness. There are essentially two different grooves represented in this combi – the startup Scene 5, and Scene 4 where the bass line is completely different – and the other scenes complement either variation. The Drum Track has been used to add a percussion groove, but is added in Scenes 2-6 only (through the use of the Drum Track Run settings in the Scene Matrix page). For an interesting effect, choose one of those scenes and turn OFF the KARMA Latch button – then press the Chord Triggers, hold for 2 or 4 beats, release and wait 2 or 4 beats while the Drum Track fills in the spaces. Alternatively, try starting with KARMA Off, and just the Drum Track on.

Special Notes

- Try starting out with Scene 4 for a completely different bass line and feeling, then move to Scene 3 for a nice variation.
- Drum Track is used in Scenes 2 - 6, controlled by the Drum Track Run button in the Scene Matrix.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Gated Synth
GE Kronos (KK):	1354 (10/074)	1190 (09/038)	0636 (04/124)	1258 (09/106)
GE Name:	Trouble Rage [All Kits]	House Bass 1	2tone Vel Trip1	Dr. Chopper 1
Category:	Drum	Bass Pattern	Chord Rhythmic	Gated
RTC Model:	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	GV1 - Gated Vel/Pat 1	GC1 - Gated CCs 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Guitar on and off
Switch 4:				x	Module Run [4]	Turns the Gated Synth on and off
Switch 5:	x	x			Rhythm Multiplier	Multiplies the rhythm of the Drums and Bass by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Guitar
Switch 8:				x	Octave [4]	Changes the octave of the Gated Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:		x	x		Rhythm Pattern	Selects one of many different rhythm patterns for the Bass and Guitar
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Guitar and Gated Synth
Slider 4:		x	x	x	Velocity Accents	Varies the level of certain notes for the Bass, Guitar and Gated Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Note Pattern	Selects one of many different note patterns for the Bass
Slider 7:			x		Note Pattern	Selects one of many different note patterns for the Guitar
Slider 8:				x	Velocity Pattern	Selects one of many different velocity patterns for the Gated Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:		x						Filter Cutoff	CC74	Brightens/darkens the Bass – use with Knob 2
Knob 2:		x						Resonance	CC71	Controls resonance on the Bass – use with Knob 2
Knob 3:					x	x		Filter EG	CC79	Modulates the tone of the LH synth pad and RH bell/string lead
Knob 4:					x	x		Release	CC72	Controls the release length on the LH pad and RH bell/string lead
Knob 5:				x				Knob Mod. 5	CC17	Controls the pitch of one of the oscillators in the Gated Synth
Knob 6:	x							F/A Decay	CC75	Controls envelope decay on the Drums
Knob 7:	x		x		x	x	x	Knob Mod. 7	CC20	Controls the amount of Delay/Feedback on the overall mix
Knob 8:	x	x	x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH bell/string lead
-X (Left)	- - - -	Bend on the RH bell/string lead
+Y (Up)	CC01	Vibrato on the RH bell/string lead
-Y (Down)	CC02	Filter mod on RH bell/string lead, pitch mod on LH pad

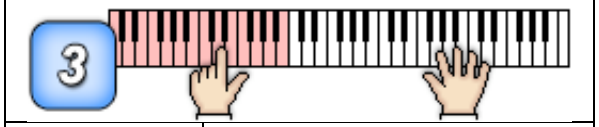
Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Gated Synth
-X (Left)		Mutes the Guitar
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes the Drums & Drum Track

Other Controllers	CC#	Function
Switch 1:	CC80	Adds a Pitch EG dip to each RH bell lead note and raises one oscillator of the RH strings by a fifth
Switch 2:	- - - -	JS –Y Lock – locks the filter mod on the RH bell/string lead and the pitch mod on the LH pad
Ribbon:	CC16	Filter modulation on the RH bell/string lead and LH pad
Sustain (Damper):	CC64	Latches the LH synth pad

Drum Track	
Pattern:	381 Breakbeat2 [BrzPrc]
Function:	Adds a clave, hand drums, and agogo bell groove – on in Scenes 2 through 6 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	A Min	G Maj6	F Maj7	E Min7	D Min7	C Maj7	B Min7	E 7th

030 AnthroMorph	114 BPM	Electronica	BassSplits



Left Hand:	KARMA on: Full-range pad KARMA off: Synth bass/pad
Right Hand:	Full-range pad (Talking Mod)
Split Points:	B3/C4 - Middle C (C4 = 60)

To provide that human touch, "AnthroMorph" makes uses of two Talking Modulator effects – the first on the Synth Riff (Module D) and the second on the lead synth pad. The first Talking Modulator effect on the Synth Riff (IFX 1) can be mixed in/out with RT Knob 5. An interesting effect is that, although the second Talking Modulator is on the keyboard sound, the effect is actually being modulated by CC#83 messages generated by the GE for Module C (the Bass). The four KARMA Modules are meant to be triggered by a single note in the LH area, while you play full range chords in the RH area. Scene 8 provides an open, buzzing and bending variation that's cool for a complete breakdown change of the groove, while Scenes 5 down to 1 get progressively simpler and simpler, allowing you to take a jam up and down in energy with ease.

Special Notes

- Try SW 1 over the joystick to raise one of the oscillators in the Bass an octave, and change the pitch of the RH pad oscillators – and use the ribbon to modulate the RH pad while holding chords.

KARMA Module	A	B	C	D
Instrument:	Drums 1	Drums 2	Bass	Synth Riff
GE Kronos (KK):	1760 (13/096)	1544 (12/008)	1137 (08/113)	0213 (01/085)
GE Name:	Techno 10 [Some Kits]	Choppy 1 [All Kits]	70's Disco	Talking Mod 1
Category:	Drum	Drum	Bass Pattern	Melodic
RTC Model:	DP1 - Drum/Perc 1	DP1 - Drum/Perc 1	GV1 - Gated Vel/Pat 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns Drums 1 on and off
Switch 2:		x			Module Run [2]	Turns Drums 2 on and off
Switch 3:			x		Module Run [3]	Turns the Bass on and off
Switch 4:				x	Module Run [4]	Turns the Synth Riff on and off
Switch 5:	x				Bend Envelope On/Off	Adds a pitch bend envelope to Drums 1
Switch 6:		x			Alternate Drum Map	Changes Drums 2 from snare/hi-hats to sidestick/rides
Switch 7:			x		Octave [3]	Changes the octave of the Bass
Switch 8:				x	Number Of Measures	Selects whether the Synth Riff performs a 4 bar (on) or an 8 bar phrase (off)
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x			Rhythm Complexity	Varies the rhythmic activity on both Drum Modules
Slider 3:			x	x	Duration Control	Varies the length of notes for the Bass and Synth Riff
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Bass and Synth Riff
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for Drums 1
Slider 6:			x		Transpose Pattern	Selects one of many octave transpose patterns for the Bass
Slider 7:			x		Note Pattern	Selects one of many note patterns for the Bass
Slider 8:			x		Velocity Range Top	Varies the overall velocity level of the Bass

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:				x				Filter Cutoff	CC74	Brightens/darkens the Synth Riff – use w/Knob 2
Knob 2:				x				Resonance	CC71	Controls resonance on the Synth Riff – use w/Knob 1
Knob 3:			x					Filter EG	CC79	Brightens/darkens the Bass
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release on the Synth Pad
Knob 5:				x			x	Knob Mod. 5	CC17	Adds/removes the Talking Modulator effect on the Synth Riff
Knob 6:						x	x	Knob Mod. 6	CC19	Controls the level of Multitap Delay on the RH Pad Sound
Knob 7:			x	x	x	x	x	Knob Mod. 7	CC20	Controls the level of Chorus on the overall mix
Knob 8:				x	x	x	x	Knob Mod. 8	CC21	Controls the level of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH & LH synth pad (and bass when KARMA off)
-X (Left)	- - - -	Bend on the RH & LH synth pad (and bass when KARMA off)
+Y (Up)	CC01	Vibrato on the RH & LH synth pad (and bass when KARMA off)
-Y (Down)	CC02	Filter modulation on the Bass (lock w/SW2)

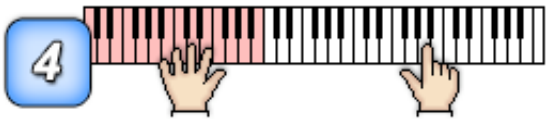
Vector JS	CC#	Function
+X (Right)	CC118	Mutes Drums 2 & Drum Track
-X (Left)		Mutes the Synth Riff
+Y (Up)	CC119	Mutes the Bass
-Y (Down)		Mutes Drums 1

Other Controllers	CC#	Function
Switch 1:	CC80	Raises one of the RH pad oscillators a 5th, and one of the oscillators in the Bass an octave
Switch 2:	- - - -	JS-Y Lock – locks the filter modulation of the JS down on the Bass
Ribbon:	CC16	Filter modulation on the RH pad
Sustain (Damper):	CC64	KARMA On: Latches the RH and LH pad; KARMA Off: Latches the RH pad and LH bass

Drum Track	
Pattern:	395: SwingHop1 [BrzPrc]
Function:	Off by default – use to add an additional percussion part to any scene

Pads 1-8	1	2	3	4	5	6	7	8
Chords	G Min	D# 7th	C 7th	D 7th	D# 7th	F 7th	C Min/D#	D Maj

031 Golden Goddess	98 BPM	Hip-Hop	LeadSplits



Left Hand:	Motion synth pad
Right Hand:	Mono sine wave lead synth
Split Points:	B3/C4 - Middle C (C4 = 60)

"Golden Goddess" is a sensuous Hip-Hop combi that features a two-part melody: an alluring nylon guitar and a wah-filtered synth line, both played by GEs with an improvisational flavor. A syncopated fingered bass line weaves through a hip-hop drum groove featuring a ride cymbal to provide the foundation. An evocative sine-wave mono lead synth with portamento is provide for soloing in the RH area, while a nice filtered motion-synth pad is provided in the LH area, which also provides input to KARMA. Many of the scenes take it almost into Jazz territory, where you'll surely be tempted to improvise away with the RH lead. In addition, the Drum Track is used in several scenes to inject additional percussion, through the use of the DT Run settings. Note that Dynamic MIDI is used to retrigger the start of the Synth riff from the beginning of the phrase by Chord Triggers 1 and 5, while the other ones (or the keyboard) allow the riff to continue improvising from where it is.

Special Notes

- SW1 removes the auto-wah effect from the Synth riff.
- JS –Y provides an interesting pitch modulation of the drums, which can be locked with SW2.

KARMA Module	A	B	C	D
Instrument:	Drums	Bass	Guitar	Synth 1
GE Kronos (KK):	1421 (11/013)	1142 (08/118)	1004 (07/108)	0269 (02/013)
GE Name:	HipHop 22 [Dance Kits]	Bass Lines 1	Express Gtr 1	Improv Lead 3
Category:	Drum	Bass Pattern	Pick	Melodic
RTC Model:	DP1 - Drum/Perc 1	DM1 - Drum Melodic 1	CL1 - Comp/Lead 1	CL1 - Comp/Lead 1

KARMA RT Controls	Modules				Name	Function
	A	B	C	D		
Switch 1:	x				Module Run [1]	Turns the Drums on and off
Switch 2:		x			Module Run [2]	Turns the Bass on and off
Switch 3:			x		Module Run [3]	Turns the Guitar on and off
Switch 4:				x	Module Run [4]	Turns the Synth on and off
Switch 5:	x				Rhythm Multiplier	Multiplies the rhythm of the Drums by 200% (half-time)
Switch 6:		x			Octave [2]	Changes the octave of the Bass
Switch 7:			x		Octave [3]	Changes the octave of the Guitar
Switch 8:				x	Octave [4]	Changes the octave of the Synth
Slider 1:	x	x	x	x	Rhythm Swing %	Varies the swing feel for all four Modules
Slider 2:	x	x	x	x	Rhythm Complexity	Varies the rhythm complexity for all four Modules
Slider 3:		x	x	x	Duration Control	Varies the length of notes for the Bass, Guitar and Synth
Slider 4:			x	x	Velocity Accents	Varies the level of certain notes for the Guitar and Synth
Slider 5:	x				Alternate Drum Map	Selects one of many alternate mappings for the Drums
Slider 6:		x			Rhythm Multiplier	Varies the rhythm multiplier for the Bass from 50% to 400%
Slider 7:			x		Note Voicing	Varies the voicing (distance between notes) for the Guitar
Slider 8:				x	Pan Randomize	Varies the width and occurrence of random panning for the Synth

RT Control Knobs	Modules				Keyboard		IFX/ MFX	Controller	CC#	Function
	A	B	C	D	LH	RH				
Knob 1:	x			x				Filter Cutoff	CC74	Brightens/darkens the Drums and Synth – use w/Knob 2
Knob 2:	x			x				Resonance	CC71	Controls resonance for the Drums and Synth – use w/Knob 1
Knob 3:					x			Filter EG	CC79	Brightens/darkens several elements of the LH motion pad
Knob 4:					x	x		Release	CC72	Lengthens/shortens the release time on the LH pad and RH lead
Knob 5:	x							F/A Decay	CC75	Shortens/lengthens the EG Decay on the Drums – down for short
Knob 6:						x	x	Knob Mod. 6	CC19	Controls the amount of Delay and Feedback on the RH lead synth
Knob 7:		x	x	x	x	x	x	Knob Mod. 7	CC20	Controls the amount of Chorus on the overall mix
Knob 8:	x		x	x	x	x	x	Knob Mod. 8	CC21	Controls the amount of Reverb on the overall mix

Joystick	CC#	Function
+X (Right)	- - - -	Bend on the RH synth lead
-X (Left)	- - - -	Bend on the RH synth lead
+Y (Up)	CC01	Vibrato on the RH synth lead
-Y (Down)	CC02	Pitch modulation on the Drums – lock with SW 2

Vector JS	CC#	Function
+X (Right)	CC118	Mutes the Guitar
-X (Left)		Mutes the Synth
+Y (Up)	CC119	Mutes the Bass & Drum Track
-Y (Down)		Mutes the Drums

Other Controllers	CC#	Function
Switch 1:	CC80	Removes the auto-wah effect from the Synth
Switch 2:	- - - -	JS –Y & Ribbon Lock – use to lock the position of the JS –Y and/or Ribbon
Ribbon:	CC16	Darkens (to the left) the Drums, Bass, Synth, and LH motion pad – lock with SW2
Sustain (Damper):	CC64	Latches the LH motion pad

Drum Track	
Pattern:	396 SwingHop2 [BrzPrc]
Function:	Adds a subtle triangle/tambourine/conga part to any scene – on in Scenes 1, 2, 3 and 7 through the use of the DT Run settings

Pads 1-8	1	2	3	4	5	6	7	8
Chords	D Min	A Min7	G Min7	C Maj	G Min	D Min7	E Min7	A Maj

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